

GAMER

NEW FOR '94

SONIC 3

THE BIGGEST SONIC YET!

CES '94

COMPLETE SHOW
COVERAGE INSIDE

GAME FAN REVIEWS

SEGA:

CASTLEVANIA BLOODYLINES

NBA JAM

SNES:

MEGA MAN X

NBA JAM

JAGUAR:

DINO-DODGES

3DO:

TOTAL ECLIPSE

MONSTER MANDY

NIGHT TRAP

\$4.95 US • \$5.95 CANADA

02



0 74470 81755 6

MORTAL KOMBAT II

VERSION 2 FATALITIES
& BABALITIES INSIDE!



TONS OF PREVIEWS!
REVENGE OF THE NINJA
MEGA TURRICAN
PHANTASY STATION
BATTLE CORPS
ROCKO'S MODERN LIFE
DRAGON BALL Z 2
GUEMON 2
JOE & MAC
MARTIAL CHAMPIONS

Yes, that is a gun in and we are



Bring on the big guns. *Lethal Enforcers*™ has shot point blank from the arcade hit to two home formats: Sega CD™ and Sega™ Genesis™. The Chicago P.D. needs you to go up against a slew of terrorists like you've never seen. Every deadly move is digitized from actual human movement. It's so lethal we needed to load your side iron, 'The Justifier,' into every package, for a total arcade experience unlike anything you've played at home before.

Just like at the arcades, you've got to time your quick reload feature exactly right so you don't run out of ammo. Upgrade your firepower along the way to magnum, 12-round automatic, assault rifle or grenade gun. Six levels, including target training, will put your skill to the test in the parts of the Windy City the tourists never see.



our package happy to see you.



Be on the lookout for a
sk job in progress, high speed
race, helicopter pursuit and volatile Heat
the Night Vision during a chemical plant
attack. See and hear it all in intense digitized graphics,
arc settings and painful sound effects. But watch out
for the innocent bystanders or you may go home in a zip-
package.

For one or two top cops,
player can use controller or mail in for another "Justifier." See details inside package.)
"Super NES" game may be released. Please check with Konami for availability.

"Justifier" is a trademark of Konami America Inc. Konami™ is a registered trademark of Konami Co., Ltd.
"Super NES" and America Inc. are rights reserved. "Sega" "Sega" "Sega CD" and "Sega Dreamcast" are trademarks of Sega Enterprises Ltd.

© 1994 Konami America Inc. All rights reserved.

*One-time charge. Returns must have payment permission before calling. Touch-Tone phone required.



KONAMI®

THE

EDITORIAL



'94 and beyond...

Well, another CES has come and gone...but this one was different than any other, at least for me. For the first time, I attended a CES that wasn't dictated by Nintendo. Instead, Sega was the leader this time out...and they knew it. They had Virtua Racing and Sonic 3 in their booth and the unbelievable Saturn blasting back your music on the TV wall...Sega! Nintendo had some strong titles, like Super Metroid (which many thought to be game of the show), Ken Griffey, Jr., and Stunt Tree FX, but Sega had Sonic 3 to battle Metroid, Virtua to blow away FX and World Series Baseball to conquer Griffey. Of course, the nail in the coffin was the Saturn demo which showed actual games in development and the finished hardware, along with a whisper of a fall release in Japan. Meanwhile, Project Reality (which is incredible and is a reality) was still running demos on all 100,000 SGI work station. Elsewhere at the CES, the uttering of Sony's PS-X was on the lips of almost every developer. Judging from what I heard (or overheard), the PS-X is the ultimate of all the new hardware. Could Sony pull off a major upset in '95? They have the 3rd party support, that's for sure. Meanwhile, outside the main building, something very interesting was taking place in pavilion A...the Atari booth was packed! It was standing room only to get a glimpse at an early rev. of the amazing Alien Vs Predator, Tempest 2000, a very early Kasumi Ninja, Checked Flag Two and, if you were lucky enough, Double Dragon (which had the most blazing color I could have imagined...this game is also very early). Atari handled the show beautifully, patiently answering countless questions and reaffirming their position in the industry. The Jag is a solid machine and it is here to stay. Once again, the 3DO was tucked away with the home electronics. I made the 10 minute trip once and was less than impressed. Along with a scattering of works in progress, only Road Rash and the two new Crystal Dynamics titles really impressed me. As soon as they saw my Jaguar button, all the pocket protector kids wanted to do was argue. I explained that AVP was better than anything there and had to run for the nearest exit. After talking with some reps from Panasonic, however, I wouldn't be surprised if we see a cheaper 3DO with a booth in the video game pavilion very soon.

Here is what all of this means to me and what I think it should mean to you. For the past two years, I have seen 16-bit gaming slowly get better and better, and now it is almost at its peak. I feel that Sega's DSP and Nintendo's SFX chip will be the last big innovations in 16-bit gaming, and I will be more than happy with my Genesis and SNES, while the Jag, Saturn, PS-X and Project Reality find their legs. Remember, it takes at least two years for a new system to really show its potential. Programmers must first familiarize themselves with the new development tools, get out a usually rushed first effort and then start on a second, which usually starts to show what the system is all about. Of course, certain large developers will get the development system first and jump out with an impressive title. Remember though, all the other companies are just getting started at that point, so a steady flow of software can still be a year off. I can't tell you how many times I overheard people at the Atari booth asking: "Why doesn't it do this or why aren't you doing that, or this game doesn't look that great", as they are starting of a game that is barely 10% complete. Just because a new system is powerful doesn't mean it is going to hatch games overnight. So, we need to be patient, enjoy the best that 16-bit has to offer and, if you have the expendable cash, go ahead and buy a next generation system. If you are not relying on it for 100% of your gaming, then I'm sure you will be more than happy growing with it. But, don't sell off your system and 16-bit library in order to buy a new system. If you do, you will inevitably find yourself envying and impatient, waiting for good new games while you apply unmerciful pressure on the company whose new hardware you bought. Make sense? The fact is, our industry is now huge. It represents big dollar so there are bound to be sharks in the water. Realize, many new systems are likely to pop up. Just remember, as I have stated before, there are only so many good developers out there. It might be in your best interest to go with what you know until a company really proves itself. Remember the TurboGrafx? Or, how about the Neo Geo?

Finally, a message to the CES; that circus I just returned from is not my idea of a comfortable place to conduct business. The next time you decide to cram a ten billion dollar a year industry into a cheap tent, you better think twice or you may find tumbleweeds in your convention center instead of Sega, Nintendo...and GameFan. To the bonehead censors.....

P.S. To all who would be censors. While you idiots continued to rag on two games; Mortal Kombat, with carnage so fantastic that it's comical (ya, little Jimmy's gonna grab his Buddy's throat and rip his spine out) and Night Trap (a full motion game that no kid would ever like in the first place and has way less carnage than one episode of Married With Children or one MTV video). I switched on HBO the other night and watched John Stamos brutally and graphically murder two women. Isn't he the guy that cuddled with Tiddlywinks on Full House? It scares me that people as stupid as you are trying to make decisions for national educated people. Sit down and think, bonehead. What twelve year old kid, capable of a heinous crime has 70 dollars and a nice color TV? Idiot, he has a quarter...he's playing it at the arcade and it's probably the most fun he gets to have. Obviously, the majority of young kids who have a Genesis or SNES and own expensive games have somewhat of a normal life, and most likely won't turn into a dragon and try to bite somebody in half. Why don't you fools use all this energy to hire more police, fight drugs, or protect the thousands of kids that get abducted every year. You make me sick. I need me, we are many and could organize to ram your opinions of us right back where the sun don't shine. I believe that I am paying through the nose for your services...you're fired!

That felt good, enjoy the issue!

Summer GAME FAN

July/August 1994 • \$3.99

ISSUE NUMBER 100

TEAM GAME FAN

Editor-in-Chief: Matt Coughlin

DAVE HALVERSON

CONTRIBUTOR

JAY PURYEAR

CONTRIBUTOR

GEORGE WEISINGER

CONTRIBUTOR

JACOB "Sleepy" RISKIN

CONTRIBUTOR

ANDREW COCKBURN

CONTRIBUTOR

DAVID WINDING

CONTRIBUTOR

KEI KUBOKI

CONTRIBUTOR

TAKAHIRO YAGI

CONTRIBUTOR

JAY PURYEAR

CONTRIBUTOR

TERRY WOLFINGER

CONTRIBUTOR

GREG OFF

CONTRIBUTOR

KELLY RICKARDS

CONTRIBUTOR

ELAINE SCHINGS

CONTRIBUTOR

MARIA POLIVKA

CONTRIBUTOR

CHRISTOPHER DE BEAUFORT

BGS, INC.

CONTRIBUTOR

JOHN HARRIS

CONTRIBUTOR

ROBERT MCGEE

CONTRIBUTOR

CHRISTOPHER DE BEAUFORT

CONTRIBUTOR

CHRISTOPHER DE BEA

SUPER NINTENDO

ENTERTAINMENT SYSTEM



Based on the super-hot NEO-GEO coin-op, Ryo and his friend Robert need all their strength and skills in South Town to rescue Ryo's kidnapped sister. They must battle and defeat the toughest villains ever assembled. All these baddies are big, powerful, strong - each with special skills you'll learn to use.

ARCADE SMASH HIT!

- Huge graphics plus blazing-fast animation
 - Cinematic zoom-ins and zoom-outs
 - Big cast of characters - 2 heroes and 8 others
 - Dozens of secret moves to discover and master
 - Extended stereo sound effects
 - For 1 or 2 players

\$5 REBATE!

Now for a limited time, you can purchase Art of Fighting and get \$5.00 back from Jakarta. Just buy the game from any retailer, fill out the coupon with your name and address, and mail it along with your receipt and the UPC symbol from the game box to Jakarta at the address below. You'll receive your \$5.00 within 4-5 weeks of receipt of your coupon. But hurry—this offer expires on January 31, 1994.



TAKARA
Video Game Division

120 Fifth Avenue, Suite 1020-A, New York, NY 10019
Tel 212-488-1212

Hannibal, Queen Breyer, Lesser Mathematics
Elementalistic Synthesis, Super PC-10, and the official
math.com trademarks of Minnesota of America Inc.
© 1992 Minnesota of America
A Division of Fighting © Site 1992

100

1

10

10

Send to: Takara Rebate Offer,
230 5th Ave., Suite 1201-6

1995-1996
Sales and revenue contributions by industry during 1994. Please see Company's 1994 Annual Report for more information.

DIEHARD

GAME FAN

NEXT GENERATION VIDEO GAME MAGAZINE

TABLE OF CONTENTS



PAGE 29



PAGE 34



PAGE 58



PAGE 65

- Editorial Zone 4
- Hocus Pocus 10-12
- Most Wanted 16
- Viewpoint 16-19
- The Adventures of Monitaire 22-24
- DHNM-Sunsoft 26
- Sega Sector 29-56
- Sega at the Show 58-61
- Planet SNES 65-74
- SNES at the Show 75-80
- Game Fan Sports 89-101
- Jaguar's Domain 102-103
- Jaguar at the Show 104
- 3DO Zone 106-111
- 3DO at the Show 112
- Hands On 114
- Quarter Crunchers 115-117
- PC Engine Section 118-119
- Meet Marty 120-121
- Japan Now 122
- Europa 123
- Other Stuff 124-125
- Postmeister 126-127



All Art By:
Terry,
Wolfinger



PAGE 90



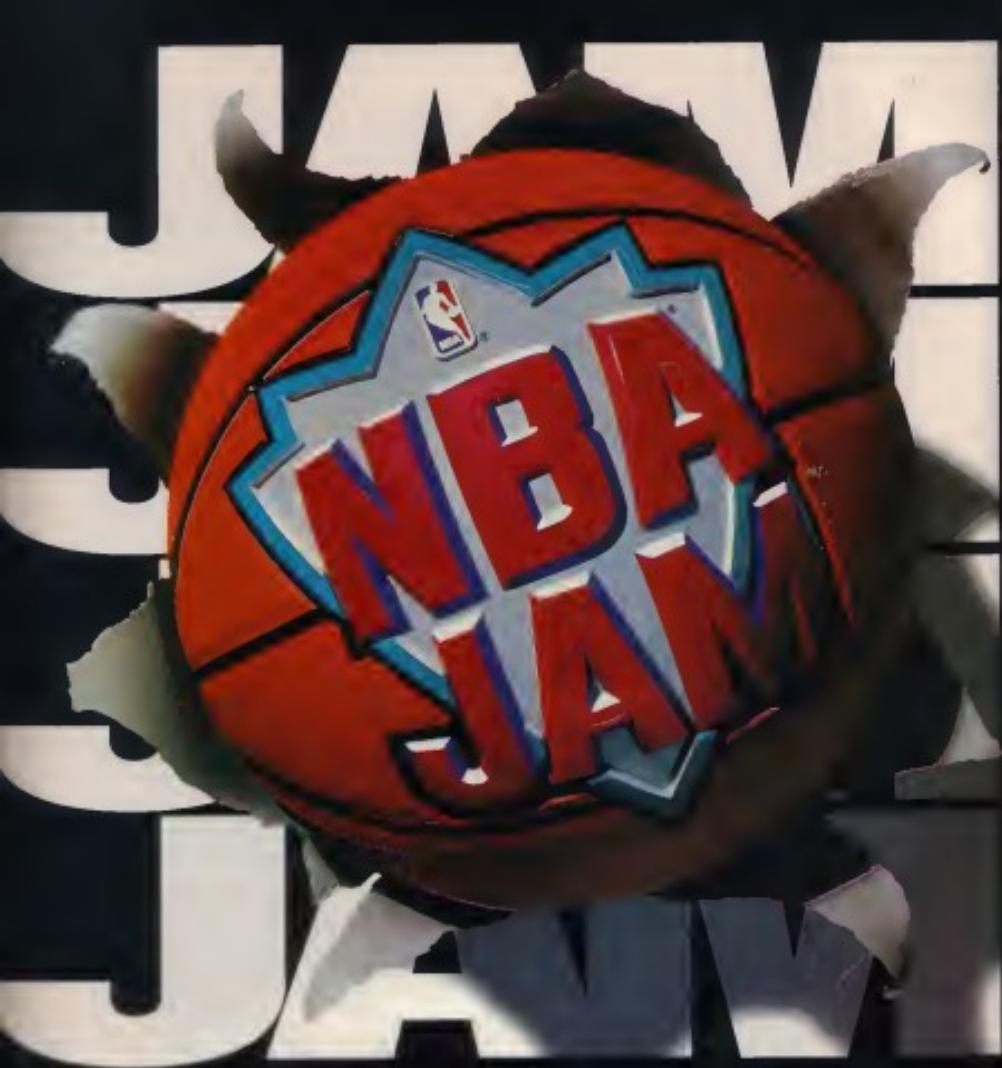
PAGE 102



PAGE 108



PAGE 115



JAM IT HOME MARCH 4TH!



SUPER NINTENDO
Entertainment System

GENESIS™ GAME GEAR

AKLAIM
ENTERTAINMENT INC.
MIDWAY.

©1993 Akclaim Entertainment Inc. Midway Manufacturing Company, Inc. SNES and GENESIS are registered trademarks and service marks of Nintendo of America, Inc. and its affiliated companies. All rights reserved. ©1993 Midway Manufacturing Company, Inc. Midway, Super Nintendo Entertainment System and the Super Nintendo logo are registered trademarks of Nintendo of America, Inc. ©1993 Midway Manufacturing Company, Inc. All rights reserved. Authorized by Midway Manufacturing Company, Inc. ©1993 Akclaim Entertainment Inc. All rights reserved.

ZOOM O

SONIC
THE
HEDGEHOG™



SEGA™

R DOOM!

Zoom into Action with SEGA Genesis! Grab your lightning shield and roll into action... Swing from vine-to-vine, dodge the deadly traps and launch a slew of souped-up spin-attacks through mega-sized zones filled with hidden rooms and secret passageways! Count on trusty Tails' to airlift you out of danger, and record your progress using the new Game Save Feature. Experience the ultimate in ultra-sonic power on a ring-grabbing, super-Sonic ride that will keep you spinning!

Snowboard

through the IceCap Zone—
and check for chilled-out
passageways and arctic
power-ups!



Warp Your Way

through the Special Stage
to collect the
Chaos Emeralds!



Take-off with Tails

in the Marble Garden Zone—
and vanquish spiky-wielding
enemies with a point to prevail!



Battle Badniks

at every turn—and prepare
for some electrifying
close encounters!



Outsmart

the domineering Dr. Robotnik—
and his non-stop stream of
nasty new inventions!



Be Sonic! Be Tails! Be Knuckles!

Be Knuckles! Be away by the all-new 2-Player,
Head-2-Head, Split Screen,
Simultaneous Action Mode!



SONIC THE HEDGEHOG

NEW ON
SEGA GENESIS

SAVE \$10
LIFE SAVERS

Collect 10 LIFE Savers wrappers and
get a \$10 mail-in rebate on purchases of
Sonic products with official rebate form.

Mail-in Rebate Form available at participating stores nationwide. Limit one rebate per household. © 1994 SEGA AMERICA, INC.



HOCUS POCUS

Presented By: CAPCOM

Travel With Thy Familiar & Head To A Land Where Cheats & Prosper

HOCUS POCUS SPECIAL EDITION:

CYBERMORPH

Hints & Tips

DIRECTIONS ON HOW TO COMPLETE ARTIZON

Turn right and then make a sharp right so you are flying down the canyon with yellow pillars in it. Pass the red teleporter and take the blue teleporter. Grab all the pods and use mines to take out the guards. Take the blue teleporter back out - it's near the water. Take the red teleporter but be careful of buildings on the other end. Make a left to get to the exit.

DIRECTIONS ON HOW TO COMPLETE GRUNGE

Head straight towards the Vortex towers by following the white triangular arrow on your scanner. Shoot the Vorlexers but watch for pods brought by pod carriers. Fly along the row of five Vorlexers and grab any pods you see. Pods also accumulate just to the left or right of the two end Vorlexers, no check them too. One incinerator lift from a distance will knock down a Vorlexer, otherwise use single shot to save ammo. Hang out and get as many pods as possible, and shoot Vorlexers and pod carriers for extra points.

DIRECTIONS ON HOW TO COMPLETE THUNDERHAV

Kill enemies from a distance and wait for Thunderquakers. There are power rings at the end of most of the waterways. There are two pods that are out in the open. You may need to collect one of the loose pods from within the craters. Watch for a dark, low area with four yellow pillars - the red teleporter in this area will take you inside the first of these craters. Shoot the pod prison there and go through the green teleporter. Check for loose pods. If there aren't any, go back and go through the blue teleporter but be ready to use a Thunderquaker. If there are no loose pods in any of the craters, go back out and follow the yellow arrow on your scanner. The yellow arrow will no longer appear when all the loose pods are collected. Check along the base of the mountains and along the shorelines for gray pod prisons. One pod prison is actually halfway up the side of a mountain. Be sure not to miss any, you'll need every pod to finish the level. The exit is in one of the craters. Use the red and green teleporters to get there.

DIRECTIONS ON HOW TO COMPLETE GIRDELL

Turn right and grab the first pod. Turn right again and go over two of the low ridges. When you see the thin brown building, make a right. Fly fast to avoid the pirates, and watch for a low ridge on the right. Go over the ridge, turn right, and grab the pod at the end of the canyon. Turn around and go left, back over the low ridge and the low ridge after that. Turn left, and go through the red teleporter. Go through the blue teleporter and be ready for lots of enemies. Two pods in prisons and one in the open are in this area. Grab them and go back through the blue teleporter. Take the green teleporter and use the power ring if you need it, and find the three pods in this area. Ignore the force field. Go back through the green teleporter. Now take the yellow teleporter. There are two pods in front and one behind. Return to the red teleporter, go through, and go right. Watch for the low ridge and turn right. Turn right at the brown building. At the end of the canyon, grab the last pod and turn right. The exit is at the end of this area.

This couldn't wait 'til
the 21st century.



The "X" generation of Mega Man adventures is here.
For the first time on the Super NES.

As his last great creation, Dr. Light developed "X"—the first thinking, decision-making robot. Years later, Dr. Cain modifies his design to make thousands of supposedly "harmless" Reploids. That is until Sigma, the most intelligent Reploid of all, decides to lead the others in eliminating all humans from the planet. Now "X" must hunt down Sigma using his all-new arsenal, including the X-Buster and the awesome Emergency Acceleration System. It's the Mega battle of the next century, found only on the Super NES.



"X" uses his X-Buster to save Zero, the leader of the Maverick Hunters from the evil Vile.



When the robotic armada goes "X" to the ground, either he shoots or he's stuck.



"X" destroys an enemy submarine fuel tank and things get extremely explosive.

©1993 CAPCOM USA, Inc. Mega Man X is a trademark of CAPCOM. CAPCOM is a registered trademark of CAPCOM, Inc. Super Nintendo, Nintendo and the "Nintendo Entertainment System" logo are registered trademarks of Nintendo of America, Inc. For more information, call 1(800) 727-1665.

CAPCOM

HOGG'S PODS

Travel with the scanner to find pods in a cool area of the game.

DIRECTIONS ON HOW TO COMPLETE THIS WORLD:

Fly high over all the pods to set off all the spikes. Grab any pods that are not protected by spikes. Watch your scanner for pod carriers. Wait for them to grab a pod from out of the spikes, then shoot the pod carrier and recover the pod safely. Shoot the Vortexer nearby while waiting for pod carriers. When no more pod carriers come, you can extract the pods yourself. Line up with the pod while in cockpit view, with the pod in front of you. Switch to side view by pressing nine on the controller, and make sure you are higher than the spikes. Fly forward slowly until directly over the pod, then drop straight down slowly to grab the pod. Go straight up to get out of the spikes, and return to cockpit view by pressing six on the controller. If you still don't have enough pods, follow the yellow arrow on the scanner to get to the rest. The exit is close to the Vortexer.

DIRECTIONS ON HOW TO COMPLETE 'OLYMPIA':

Turn to the left and follow the yellow arrow on your scanner to find the first pod. Use Mines at close range or incinerators at long range to eliminate the guards, then grab the pod. Fly on and along the gray canyon wall and watch for two pod prisons. These are heavily guarded by enemies, so use incinerators and speed to rescue the pod. Follow the yellow arrow on your scanner to find more open pods, but be careful of enemies. Shoot them at long range with incinerators or use Mines to kill them while picking up the pods. Keep going along the gray canyon wall to find a power ring and the red teleporter. By flying directly away from the gray canyon wall with the power ring, you should find another brown canyon wall with a bonus ring hidden in it. Use the red teleporter and fly along the gray canyon wall. Watch for turquoise pod prisons. Use bombs at long range to break these open since they are well guarded. The exit is just past the three gun turrets near the lake.

DIRECTIONS ON HOW TO COMPLETE 'THE MOUNTAIN':

Fly straight along the river and watch for a power ring. Just past it is an opening in the mountains to the right. Go through it and go to the left. Fly fast or use Mines to avoid the Bloblobz. Pass the bunker, grab the pod in the open, and go back and shoot the bunker. Go through the teleporter and be prepared for enemies. Follow the mountain walls that have the force fields and watch for enemy radar. Shoot it, and collect all the pods. Be careful of the turrets. The exit is near the red teleporter. Stick around and shoot frozen enemies for powerups before leaving.

DIRECTIONS ON HOW TO COMPLETE 'THE LAKE':

Fly along the low areas and keep moving to avoid the crabs. Grab the first three pods. Grab the four pods in the big lake end take the narrow branch so you don't bottleneck. Grab the next pod end when you get to the big canyon, turn right. Avoid the piranhas and pick up the pod. Take your next right and grab the pod. When you see the three crabs, stop and shoot them from a distance, then move in and destroy the Power Station. Now turn left and follow the right passage, grabbing the pod as you head back towards the big canyon. Cross the big canyon and follow the narrow passage on the other side. Move fast and watch for the last pod. The passage winds around but stick with it and eventually it will lead you to the exit. If the worms catch up with you, use Mines.

DIRECTIONS ON HOW TO COMPLETE THE ENDLESS WORLD:

Make sure you have lots of Mines when you get here. Stay high and try to find open areas. Watch your scanner, and search around for the big worm. When it charges, drop Mines while backing up to destroy the head. Follow the worm while it's reforming a red head, and get ready to Mine It when the new head forms and it charges again. Keep going until all the segments are destroyed. There are also two of the regular worms that must be killed—using Mines for these. Watch for the exit when all three worms have been killed.

SUPER CHASE H.Q.™

TAITO AND SUPER CHASE HQ ARE TRADEMARKS OF TAITO CORPORATION.
SNES IS A TRADEMARK OF NINTENDO.

CHASE HQ RUNS DOWN CRIME!

Put your Super NES on wheels with Taito's turbo-driven CHASE HQ! In an undercover sports car, you'll race through cities and mountains in pursuit of suspects. Shift your reflexes into overdrive to dodge through traffic and around obstacles as you catch up with the fleeing vehicle. Force the criminals over or smash their car to a standstill - in this game, you choose the method of justice!

- Turbo Acceleration!
- Five Different Rounds!
- Windshield Screen View!



Also available for Game Boy

**TWO NEW
HEART-POUNDING GAMES
FROM TAITO!**

TAITO AND SUPER NOVA ARE TRADEMARKS OF TAITO CORPORATION.
SNES IS A TRADEMARK OF NINTENDO.

SUPER NOVA™

SUPERNova UNLEASHES THE SILVER HAWK!

Taito's SUPERNOVA for the SNES offers you the sleekest fighting ship ever launched! You will command the Silver Hawk in battle against hyperbacteria, dinosaurs, and a leviathan battle cruiser as the Pelsar Empire attempts to conquer the federated planets. Victory depends on your skill with Silver Hawk's three fighting modes and power balance system!

- Fifteen combat zones!
- Three different endings!
- A war of wits and speed!



SUPER NINTENDO
THE ONLY GAME IN TOWN

TAITO
THE ONLY GAME IN TOWN

TAITO HOT LINE 1-900-28-TAITO
15¢ PER MIN. U.S. & CAN. MUST BE RATED. TOUCH TONE ONLY

TAITO AMERICA CORPORATION • 1100 West 6th Street • Whiting, IN 46394

WE'RE CHEWING UP THE



TREVOR McFUR in the CRESCENT GALAXY™
available now



RAIDEN™
coming soon



CHECKERED FLAG™
coming soon



CYBERMORPH™
available now



JAGUAR™

6 4 - 8 1 7

INTERACTIVE MULTIMEDIA SYSTEM

Atari, the Atari logo, Jaguar and the Jaguar logo are "or ™ of Atari Corporation. © 1993 Atari Corporation, Sunnyvale, CA 94089-1104. All rights reserved. Adventures, Checkered Flag and Prey Before the Dawn in the Crescent Galaxy are trademarks of Atari Corporation. All rights reserved. ZINX ZXON ADVENTURES, chariot racing and all related features are trademarks of Warner Brothers, licensed to Atari Corporation. © 1993. Raiders is licensed to Atari Corporation by Konami. © 1993. Mario & Luigi & Yoshi's Cookie is a trademark of Nintendo of America Inc. © 1992, 1993 Nintendo of America Inc. Mario is a trademark of Nintendo of America Inc. All rights reserved. Sonic the Hedgehog™ is a registered trademark of SEGA of America, Inc. All rights reserved.

COMPETITION BIT BY BIT.



TINY TOONS™
coming soon

Here's something to
gnaw on. The
new Jaguar
interactive



multimedia
system has a mind
browsing 64 bits of
power, compared
to a wimpy 16 bits
in the competition. 64 bits means 16 million
colors in a 3D world, Breakneck speeds. Cat-like
control. And special effects like you see in the movies.

How does it sound? Well, if this ad had a volume
button your mother would be yelling at you to turn
down. Car crashes, alien screeches, jet engines
and other bone rattling stereo CD quality sounds
will make you jump out of your seat.

When you do, make sure to run to the nearest
store. Everyone else will be there chomping at the
bit to buy one.

What we're really saying is Jaguar's 64 bits eats the
competition alive. Sink your teeth into it and you'll
see what we mean. Get Bit by Jaguar.™





Here's your chance to let all the game companies know what you're playing and what you would like to see in the future, so drop us a postcard. If your name is picked from our monthly drawing, you will be the lucky recipient of one of the fabulous prizes listed below. So, what are you waiting for? Start writing!

TOP TEN

- 1 Gunstar Heroes (GEN)
- 2 Mortal Kombat (GEN)
- 3 Lunar (SEGA CD)
- 4 Aladdin (GEN)
- 5 Sonic CD (SEGA CD)
- 6 Secret of Mana (SNES)
- 7 SF 2' SCE (GEN)
- 8 Tournament Fighters (SNES)
- 9 Stimpy's Invention (GEN)
- 10 ClayFighter (SNES)

MOST WANTED

- 1 Virtua Racing (GEN)
- 2 Super SF 2' (GEN or SNES)
- 3 Mortal Kombat 2 (GEN or SNES)
- 4 Samurai Shodown (SEGA CD)
- 5 NBA Jam
- 6 Castlevania Bloodlines (GEN)
- 7 Mega Man X (SNES)
- 8 Super Metroid (SNES)
- 9 Phantasy Star IV (GEN)
- 10 Alien vs. Predator (JAG)

First Prize: Your choice of a core SNES, GENESIS, or GAME GEAR.

Second Prize: Your choice of one of the Picks of the Month in Viewpoint.

Third Prize: A FREE year of Game Fan!

Congratulations to the following winners of last month's contest:

First Prize: Don Golien of Park Ridge, IL - **Second Prize:** Nathan Smith of Wichita, KS

Third Prize: Scott Hankins of LaFayette, IN

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to:

GAME FAN TOP TEN 6400 Independence Ave., Woodland Hills, CA 91367

Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.

Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.

BART SIMPSON UNPLUGGED™

ON GAME BOY® AND GAME GEAR®



Check it out, man! Bart's takin' it on the road with his hot new portable hit! He's "on lead," live, dangerous and touring the world in three chart-topping Simpson™ smashers! So grab your GEAR and get ready to jam with the BOYS! Nobody plays like the legendary Bart Simpson...uncut, uncanny and **TOTALLY UNPLUGGED!**

© 1995 Entertainment Inc.

AKclaim
ENTERTAINMENT INC.

The Simpson™ & © 1995 Twentieth Century Fox Film Corporation. All rights reserved. Bart and Homer are trademarks of Hanna-Barbera, Ltd. Nickelodeon™, Nickelodeon Day/Night and the related marks are registered trademarks of Viacom International Inc. Flying Edge & Acclaim are divisions of Acclaim Entertainment, Inc. TM, © 1995 Acclaim Entertainment, Inc. All rights reserved.

LYNX



ATARI

LYNX KICKS

Atari, the Atari logo, and Lynx are™ or © of Atari Corporation. © 1993 Atari Corp., Sunnyvale, CA 94089-1202. All rights reserved. Checkered Flag, Dracula and Warbirds are™ and © 1992 of Atari Corp. All rights reserved. Lemmings and Jimmy Connors' Tennis are™ and ©. All rights reserved. Game Boy® is a registered trademark of Nintendo of America Inc. © Nintendo of America Inc. All rights



Lynx has a 3.5" screen.

BUT

Game Gear has a 3.2" screen.

Lynx has over 4000 colors.

BUT

Game Boy has two.

Lynx has a 16 bit graphics engine.

BUT

Game Gear has an 8.

Lynx has molded rubber hand grips.

BUT

Game Boy has plastic.

Lynx allows up to eight players.

BUT

Game Boy allows up to four.

Lynx has right or left hand play.

BUT

Game Boy and Game Gear do not.



THEIR BUTS.

reserved. Game Gear is a trademark of Sega Enterprises, LTD. All rights reserved. 5.0 Profile ratings for Werbards™ courtesy of GAMEPRO® Magazine.

Get to your store now, or call:

1 - 8 0 0 - 2 2 1 - E D G E

OUR STORY THUS FAR: A SLIGHTLY MODIFIED MONITOR, NOW JOINED BY MR. GOO AND CYBER-SKELLY, IS ABOUT TO FACE OFF WITH THE LATEST INCARNATION OF THE EVIL BLOWMEISTER, (THE VIDEO-GAMER'S WORST NIGHTMARE) ALL THIS TO SAVE THEIR TEAM-MATE THE POSTMEISTER 'SO-

RELEASE THE
POSTMEISTER!

YEAH!

FAT CHANCE!
YOU AND YOUR PUNY FRIENDS WILL NOT PREVENT ME FROM RELEASING ONTO THE WORLD, THE **'17 BIT' BLOWMEISTER**
"PLATYPUS!" HEEEEE HEE HEE

JUST LOOK AT IT!



OH MY GOD!
IT'S AN ABOMINATION! ONLY ONE CONTROLLER AND ONE EXTRA BIT?! YOU'RE MAD!!!

ENOUGH!
MINIONS!!







DONN BEHIND ENEMY LINES...

NAME: JOHN E. WARREN

RANK: SERGEANT

SERIAL NUMBER: 550628741

Sergeant Warren was shot down by guerrilla forces last night while patrolling over enemy lines. He's wounded, sleepless and desperate for help.

There's no time for diplomacy—
YOU'RE GOING IN!

CHOPLIFTER III

RESCUE SURVIVE



Infiltrate the secret underground prison and blow those terrorist goons to kingdom come!



Torch pesky serial assault platforms with caution—these pictures are using our boys as human shields!



Nose-dive into a war-torn city and pull your waiting men from the mounds of burning rubble.

Extreme

EXTREME ENTERTAINMENT GROUP
2055 CAMPUS DRIVE, SUITE 130
MURFREESBORO, TN 37130
(615) 525-3010

WARREN

SUPER NINTENDO
Entertainment System
The Super Nintendo Entertainment System™ and Super Game Gear™ are registered trademarks of Nintendo Co., Ltd. © 1993 Nintendo Co., Ltd.

GAME GEAR

EDHNN SUNSOFT



Pirates of Dark Water (SNES)



Pirates of Dark Water (GEN)



Tax-Mania



The Reign of Superman

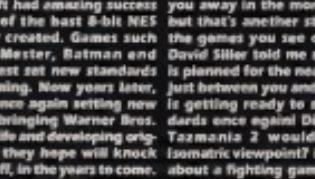
Recently, E. Shm and the Enquirer joined down to Sunsoft to see what's up with the king of the WII cartoon game, as well as many other quality original efforts, such as the highly acclaimed Aero the Acrobat. Those of you who began playing games at the inception of the 16-bit era no doubt had your first Sunsoft experience with the first 16-bit Batman. The game that every Genesis owner had to have and would do anything to get. Prior to that however, Sunsoft had amazing success with some of the best 8-bit NES games ever created. Games such as Blaster Master, Batman and Pester's Quest set new standards in 8 bit gaming. Now years later, Sunsoft is once again setting new standards, bringing Warner Bros. cartoons to life and developing original efforts they hope will knock your socks off, in the years to come.

The man behind the R&D at Sunsoft, David Siller, has been playing video games for twenty years and designing them for the past 10. He knows what we want and has assembled a winning team that can deliver on his vision. Unlike many other companies, the marketing, advertising, and upper management are all on the same wavelength. The entire company is committed to delivering quality games for the SNES, Genesis, Sega CD, Gameboy, arcades and many of the new platforms on

the horizon. In fact, while visiting the recent CES in Las Vegas, I was able to spend a little time with Rita Zimmerer, the Executive Vice president, and I was amazed at how in tune with the industry she is. Executives at this level are usually focused on the bottom line...not quality software. If more company execs had this attitude we might see a lot less, dime a dozen, 'big license' titles and a lot more original efforts like Aero (who is going to blow you away in the months to come, but that's another story). Besides the games you see on this page, David Siller told me some of what is planned for the near future, and just between you and me...Sunsoft is getting ready to set new standards once again! Did I hear that Taxmania 2 would feature an isometric viewpoint? I think I heard about a fighting game that would give MK a run for its money and one called 'Justice League' that features DC comic characters. Did I see a little piece of Aero 2 that made my eyes bug out? ...Ya, I did, and I left Sunsoft with a big smile on my face. I could tell you more...a lot more, but I'm sworn to secrecy. As seen as the time comes, you'll be the first to know. In the months to come, excellent new titles like Pirates of the Dark Water, Speedy Gonzales and Superman will keep us busy, and beyond that, well...stick around,



Bubble Rampage



Aero the Acrobat



Bubble A Squeek



Speedy Gonzales



Lufia

& The fortress
of Doom

A VAST RPG WORLD
IN STUNNING GRAPHICS!



SUPER NINTENDO
EXPERIENCE

Nintendo

Determine the outcome of the opening story!
A vast world of RPG!

Includes
Battery-backup system!

TAITO



YOUR actions determine the outcome of the opening story!
A vast world to explore in this ultimate RPG adventure!
Help love triumph over the might of the Sinistrals!

Nintendo



Nintendo, Super Nintendo
and the Official Seal are registered
trademarks of Nintendo of
America Inc. ©1993 Nintendo
of America Inc.

TAITO™
THE ONLY GAME IN TOWN.
TAITO AMERICA CORPORATION
170 Madison Drive, Princeton, NJ 08543

TAITO HINT LINE

1-800-287-ADPT

\$19.99 MSRP. LUFIA & THE FORTRESS OF DOOM
AND THE LOGO OF TAITO CORPORATION
© 1993 TAITO CORPORATION
ALL RIGHTS RESERVED.

DRAGON'S REVENGE

PLAY THE ULTIMATE PINBALL GAME!

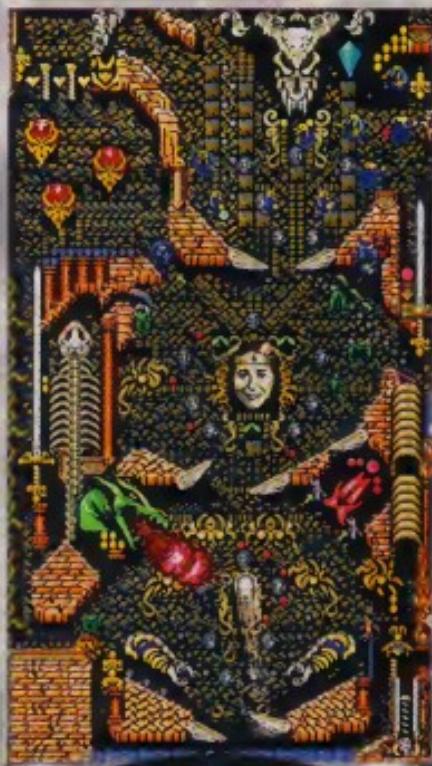
It's a fantasy adventure that'll blow your mind!



Incredible graphics! Pulse-pounding action! Play DRAGON'S REVENGE and you'll be convinced that you're playing the latest, greatest pinball game in the arcades!

But DRAGON'S REVENGE goes beyond that. A gleaming chrome ball is your only weapon in a perilous quest filled with black magic, dragons, and other hideous monsters!

The digitized voice of Darzel, the evil Sorceress, taunts you mercilessly as you



guide your pinball to destroy never-ending waves of creatures. Survive lethal bonus rounds and score points beyond belief.

But in the end, will you defeat Darzel... or will the mighty Dragon have his revenge?



Can you survive eight deadly bonus rounds such as these?



TENGEN

670 Sycamore Drive, Mayfield, OH 44066 (419) 473-9400

©1992 Tengen Inc.
Sega is a registered trademark
of SEGA Enterprises Inc.
Tengen is a registered trademark
of Tengen Inc.





Welcome to GameFan's first installment of Sonic 3. This is by far the biggest Sonic yet and there have been some major changes, so let's get right to it shall we? First of all, this game is BIG! The levels are loooong and deece. It seems like you can go up and down each one forever. We're not talkin' the usual jet through in under a minute...no way, set aside some quality time with your Genesis, you're gonna be here for awhile! The second big difference is Sonic himself who not only animates more than ever, but finally has some moves. Without a power-up Sonic can now flash kick in the air. With the fire power-up he can turn into a shooting ball of flame, with the water power-up he can breath





underwater and bounce in a bubble, and with the lightning power-up he can magnetize rings and shoot lightning. All of these new power-ups must be mastered and kept (you lose it when you get hit) to successfully negotiate certain parts of the game easily. The third new feature is the save game option. Sonic 3 has a battery, so you can save up to five games and delete and start new ones at any time. The fourth new feature is Knuckles, Sonic's newest foe. The game starts just as 2 finished with Super Sonic jamming beside Tails flying in the Bi-Plane. Sonic runs into Knuckles and drops all the Emeralds. Knuckles scoops them up and takes off. You'll be seeing a lot of Knuckles. The fifth new feature is the all new two player mode. Remember the squashed veralon in part 2? Well sayonara. In Sonic 3 instead of squishing them just made everything smaller so it looks just as good as the rest of the game. Now it's real competition complete with a timed starter. Is there more new about Sonic 3? You bet. Sonic now spin dashes on rotating discs to lift terrain, gets way rad on a snowboard, swings on countless swings, rotates vertically and horizontally on conveyer belts and huge spinning cylinders and even uses Tails to reach new places. Then there are the all new bonus rounds which are the beat... Laat, but not least, I must mention the soundtrack... It's one of Sega's cartridge efforts! Sega has breathed life into the next generation of Sonic games with this



beat... Laat, but not least, I must mention the soundtrack... It's one of Sega's cartridge efforts! Sega has breathed life into the next generation of Sonic games with this





sequel showing incredible commitment to their now mega famous mascot. You can bet that the tradition will continue right to the Saturn. But for now, is Sonic 3 all new and a must play?..Oh ya.. big time. See ya next month with the rest of the game and a full review. -E. Storm.







Can't buy a bucket!

Grabs the rebound!

He's Heating Up!

Is it the shoes?

Jams It In!

Head Juke

For two!

On My!



BOOM-SHOCK-A-LOCKA! Will the best version of NBA Jam please stand up? You got it, it's the Sega version...what a game! Grab some friends and some munchies and park your car-cass, you're gonna have some serious fun. The Genesis version of the Jam is as close to the arcade as you could hope for with better controls, great, clear graphics and all the cool voice samples from the coin-op.

If this game would have come out in '93, I would have voted it best 2 player and best sports game hands down. My advice (though un-sports like) is to pick Portland and Porter as your lead guy. This big headed, it's alive baby, lookin' guy is a wily speed demon who likes the fire (if you know



A.J.M.

The nail in the coffin!

Boom Shaka Laka!!

Puts up a brick!

He's On Fire!

It's a Turnover

Rejected

Swish!!

Hello!

what-I-mean). More so than the SNES version, you will find your character doing out of the screen aerials and breaking glass as you attempt to pummel either the computer or your friend(s), the Sega game has a battery and saves every game if you so desire, so play wild and go for the play-offs. By the time you read this Jam 2 will probably be at the arcades so you can bet Acclaim will have a burnin' sequel in the works. Could it be a Saturn title? Will Jam 1 come out on the Jag or 3DO? The Iguanas aren't talkin but we'll keep you posted. Until then enjoy NBA Jam for the Genesis. This is what Basketball is all about...IS IT THE SHOES!? - E. Storm



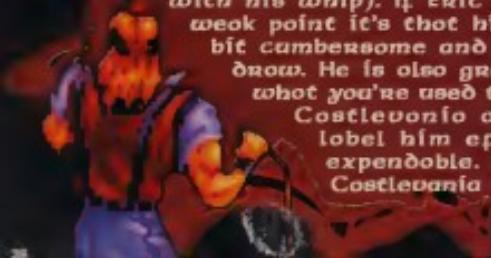


Castlevania BLOODLINES



The tradition continues as Konami is set to release another epic

version of everyone's favorite game, Castlevania. Not since Castlevania: Curse of Darkness have I been so engrossed in a Genesis title. This is partly due to the oozing soundtrack and sound effects but even more so to the incredible play mechanics and the awesome multi-jointed bosses. This is, simply put, a great action platform experience. In this, the first Sega version, a second character to control has been added for the first time, giving the game added depth and replayability. Eric LeCorde uses the Alcande Spear as his weapon. With it he can charge and vault to high places or swing along ceilings (as John Morris does with his whip). If Eric does have a weak point it's that his spear is a bit cumbersome and slow on the draw. He is also graphically not what you're used to seeing in a Castlevania adventure. I label him effective yet expendable. I prefer the Castlevania norm, a long



haired adventurer who is a direct descendant of the Belmont family. In this case, John Morris answers the call and sets out to stop Elizabeth Bartley from resurrecting Count Dracula.

To this day, in my opinion, Castlevania remains the best game ever developed for the SNES and, for many, the same may apply here. In that game Quincy Morris used his whip to swing on hooks and soar along ceilings. In this version John can do the same anytime a solid overhang is present and, while swinging, he can do damage to his enemies and to bosses. There is also a place where you can swing to reach much needed one-ups. This is a great play mechanic and adds significantly to the game. However, Castlevania's greatest strength lies in its design. Each level is different from the last and requires the player to master different techniques, timing and patterns. In level two, you must avoid a flood as the level fills with water. In level three, you'll be jumping on floating platforms that move, while fleshy dragons come at you from both sides. Also, let's not forget those



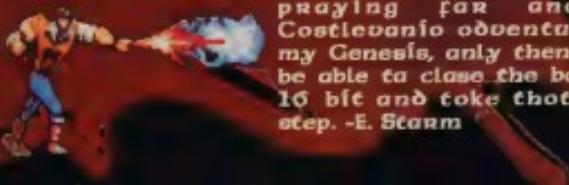


trademark Castlevania flying beads, they require perfect timing with the whip. The bosses in Bloodlines are nothing short of amazing, especially the Dragon atop the rotating tower. When you kill it, it lets out an evil scream that will send shivers down your spine. This leads me to the sound effects. The music and sound effects in Bloodlines are the best I have ever heard on the Genesis. From blood curdling screams to haunting pipe organs, it's pure Castlevania, and it's awesome. As usual with Castlevania, you get a long and very challenging game.





that you never want to put down, along with a password feature so you can go back and experience your favorite levels anytime or, just take your time and enjoy the graphics. Either way, you'll keep on playing Castlevania: Bloodlines long after you beat it. Games like this keep my mind off far away things like the Saturn and PS-X. I play games to get lost and have fun and that is what Castlevania delivers. As long as Konami keeps making them, I'll keep playing them. Right now I am praying for another Castlevania adventure on my Genesis, only then will I be able to close the book on 16 bit and take that next step. -E. Starm



Battle Corps

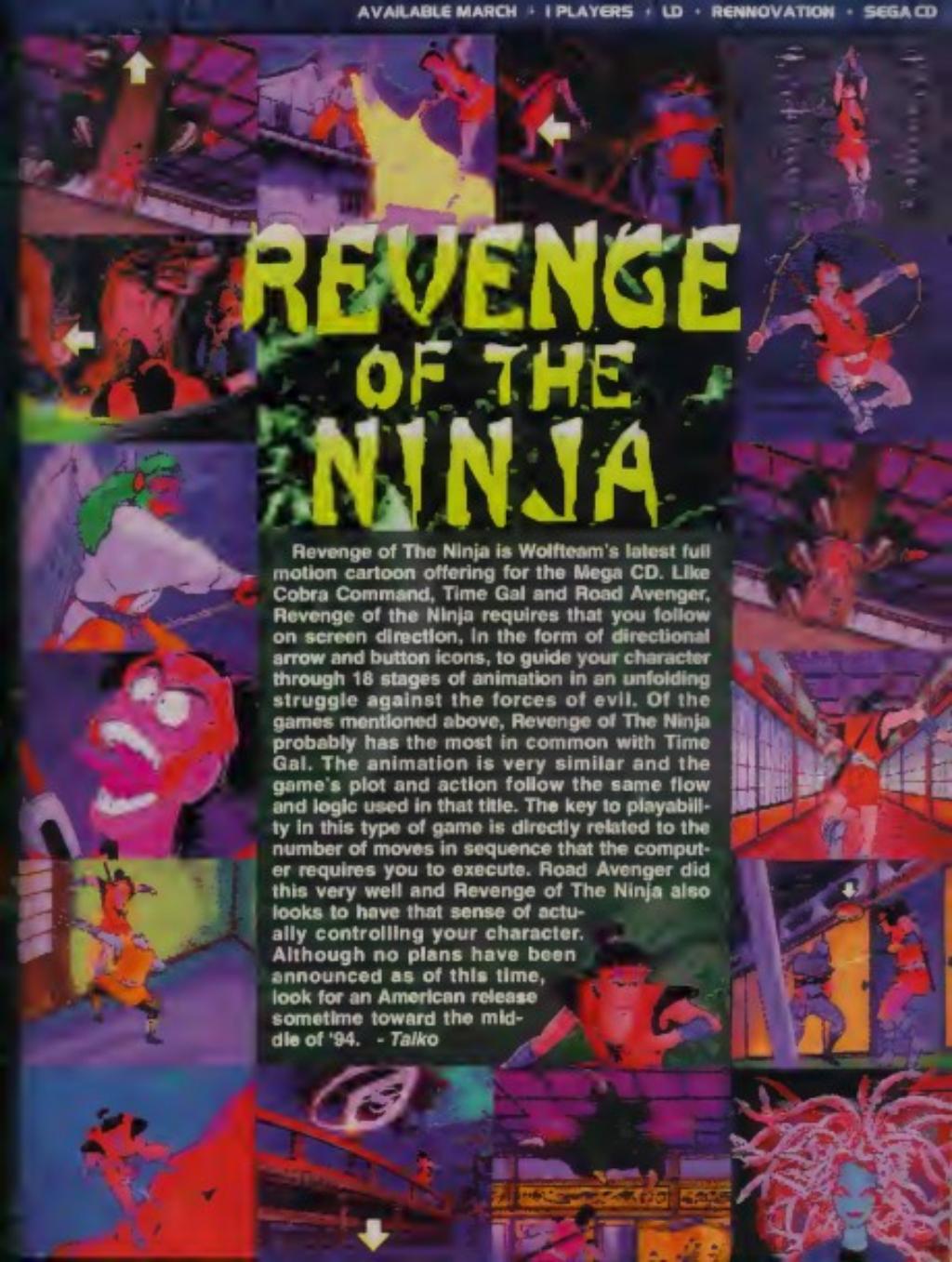


So, you liked AH-3 Thunderstrike huh? Well, apparently so did SOA, it won product of the year at Sega's annual awards ceremony! Now Core is using that same engine in their newest tactical shooter; Battlecorps. Battlecorps puts you behind the controls of three RAM's (Bipedal Attack Machines). These are the two legged, twin-cannoned war machines that you will use to stomp through 4 texture mapped mining moons in the name of the Interplanetary Mining Corporation. Your enemies are the insectoid strike crafts from BioMechanical Incorporated. Battlecorps makes full use of the SCD hardware with sprite scaling and rotation as did AH3, but this time your thumping along in a huge cyber suit giving you an entirely different feeling. The control in BC is awesome, with shooting direction independent of movement direction, therefore, you can be moving forward or backward while shooting in any direction. This gives the game a very realistic feel, a first for the cyber suit set. There are nine 3D bosses in BC, each with different characteristics... and they don't stand still, so you better know the controls when you meet one. Even though the version I played was early, I got the feeling that this title might actually be better than AH3 (a feat not easily achieved) with its heavy metal soundtrack and overall Sci-Fi feel, it may have an even wider appeal. Core is a great developer, they are among the best in the industry. Time and time again they have blown us away and now after 94's lineup they will approach the Saturn...life is good. We'll have more on Battlecorps very soon. - E Storm



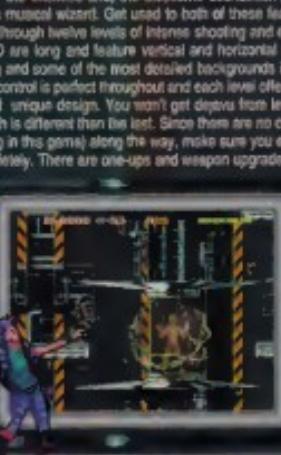
REVENGE OF THE NINJA

Revenge of The Ninja is Wolfteam's latest full motion cartoon offering for the Mega CD. Like Cobra Command, Time Gal and Road Avenger, Revenge of the Ninja requires that you follow on screen direction, in the form of directional arrow and button icons, to guide your character through 18 stages of animation in an unfolding struggle against the forces of evil. Of the games mentioned above, Revenge of The Ninja probably has the most in common with Time Gal. The animation is very similar and the game's plot and action follow the same flow and logic used in that title. The key to playability in this type of game is directly related to the number of moves in sequence that the computer requires you to execute. Road Avenger did this very well and Revenge of The Ninja also looks to have that sense of actually controlling your character. Although no plans have been announced as of this time, look for an American release sometime toward the middle of '94. - Taiko



Los Angeles, California

THE TERMINATOR



This isn't the first time you've seen Virgin's Terminator CD in the pages of *GemFan*, but this time there is one big difference ... it's actually out! Recent changes within Virgin caused some serious delays on this one but it is finally here, and action gamers will not want to miss this excellent game based on the first Terminator movie. Things get under way with the movie's story and logo along with a healthy options screen allowing difficulty selection, trigger selection, and music and sound effects logging. Before each round the player is greeted with full motion video that coincides with the level instead. The FMV isn't the greatest, but it is effective in getting you in the mood of the movie (don't go out and terminate anyone though). When you start playing TCD against the fiery skies of the violent future, you will notice two things; the great animation on Kyle Reese and all of the enemies and, the awesome soundtrack provided by Tony Tallarico, Virgin's musical wizard. Get used to both of these features as they will be with you through twelve levels of intense shooting and exploding. The levels in TCD are long and feature vertical and horizontal scrolling, platform jumping and some of the most detailed backgrounds in recent memory.

The control is perfect throughout and each level offers new challenges and unique design. You won't get bored from level to level either, each is different than the last. Since there are no continuues (which is fitting in this game) along the way, make sure you explore every level completely. There are one-ups and weapon upgrades spread through-

Los Angeles, California
Cameraman: Richard 3746 Matt
Cameraman: Sarah 1823 Camer
Cameraman: Brian 2016 Camer
Cameraman: Jim 2016 Camer

Los Angeles, California
Cameraman: Richard 3746 Matt
Cameraman: Sarah 1823 Camer
Cameraman: Brian 2016 Camer
Cameraman: Jim 2016 Camer



out the entire game and missing these could have you terminated around level eight or nine. A good scenario is to go into level ten with eleven men and lots of bombs. Terminator CD is a great action game and makes good use of the CD with its extra animation, FMV, and great soundtrack. It follows the movie perfectly and has enough appeal to keep you coming back time and time again. The Sega CD has had one hellava Happy New Year, as new games seem to be popping up like Howard Stern at a book signing. However, more good action titles like TCD are still greatly needed if the Sega CD wants to hang with the new competition in '94. — Mr. Goo



MICRO

After grading both PC and Marby screens, Psygnosis's Microcosm has made its way onto the Sega CD. If you've seen the movie "Inner Space" in which Dennis Nedry gets injected into the body of Martin Short (I must say I must say), then you pretty much know what to expect from Microcosm. This game consists of flying a miniature pod through the human body, watch out for that butt crack! The route through the lungs, arteries and other gooey insides is all full motion video incorporated with drawn sprites, blood cells and the like. Your ship (until you change into the body suit) resembles a Tylenol time capsule and can move up, down, right and left. (literally, there are no reversed controls offered) dodging and shooting. At certain times during the game, the computer takes over and offers you several panoramic views of you and your ship. These are the best moments in Microcosm, offering nice looking cutaway sequences. However, if you have seen these scenes (or the whole game for that matter) in thousands of colors, then you may be less than impressed with the grainy, colorless Sega CD scenes. This leads me to my point (darn, he's got a point), maybe instead of taking their superior rendered PC games and stripping them of color to fit on the Sega CD, Psygnosis should design Sega CD games which use the best of its own capabilities. It seems kind of cheap developing a game for PC and then throwing the Sega CD a bone by easily porting it over. Microcosm is basically an OK full motion game, which relies on its incredible rendered intro and between level sequences to make it worthwhile on PC. But, on the



Sega CD, with 64 colors it is merely another grainy watered down version of a better game. I don't think we bought Sega CDs so that the PC makers would throw us a bone once in awhile, by gracing us with one of their computer games.

The latest CD creation from Pygnosis is Scavenger 4, which we showed you last month. This awesome Marty game is perhaps the most impressive shooter ever, using FMV and computer graphics together like never before. However, if this title comes to the Sega CD (and I think it will) it will be just another grainy FMV experience, the Sega CD just cannot handle Pygnosis's PC games. On the flip side, if you have never seen Microcosm on another format then you will probably be somewhat impressed with the visuals, but probably not enough to make you really like the game. This is basically shooting in its most primitive form. By playing titles like this, I have learned that the Sega CD is not a full motion game machine. These titles rely on color to make them worthwhile and 64 just doesn't cut it. The programmers at Pygnosis are some of the best and, if they ever do make a dedicated Sega CD title I'm sure it will be amazing. I've seen their current stuff on PC already, so seeing it re-created on the Sega CD only makes me cry. The face of gaming is changing, choose wisely and go all the way, or stay out of the way. We don't have the time or money for anything less. -E Storm





MEGA TURRICAN

It has been eons since the evil machine terrorized the galaxy. Now, generations have passed and the dark forces have assembled again. The evil machine is destroying planets and enslaving hundreds of people. A distant cry from a beautiful girl in despair is heard by Brett Mc Guire, the leader of the USS

Freedom Force and so, once again, he will don the Turrican Assault Suit and sets out for his final revenge. The next generation of Turrican games continues with Data East's Mega Turrican for the Genesis. SNES owners have already experienced one awesome version of Super Turrican and are awaiting a second, now Sega users will get their first taste of this recently reborn character.

After you finish watching the great intro and setting your options, get ready for a





great action platform game, complete with voice samples (when you grab power ups) and some of the best music you have ever heard on Genesis cartridge. MT is filled with enough vertical and horizontal platform elements to keep even the most die hard action enthusiasts smiling. Turrican

can roll, swim, grapple and of course blast away at the enemy using a vast array of firing weapons. A wealth of multi-layered scrolling, huge bosses and special effects are used throughout making this one of 94's early Genesis hits. Next month we'll review Mega Turrican and go more in depth into this awesome new action title from Data East. See you then. - Takohara





Grandma told you not to go by the elm tree, especially during a full moon...there are ghosts there. She says that if you stare at a butterfly long enough while near it you could be turned into one. So what do you do? You chase a butterfly and, let it lead you right into a haunted house... on the night of a full moon! Now I must find you before the hunter does, because if he finds you, you will be trapped in the body of an insect, like the rest of the inhabitants here, forever." In Vic-Tokai's 'Mansion of Hidden Souls' you must search this creepy (but nicely computer rendered) haunted house, tail picking up clues and solving riddle sister. The game moves extreme-

quickly draw you in with its mysterious music and excellent story line. This is not a Full Motion game! These are rendered computer graphics and you control it. During the game you'll climb stairs, find keys and other clues, search rooms, and talk to ghosts. You may think the story is light but the game itself has a very eerie feeling to it. I wouldn't call this GA but I wouldn't call it MA13 either. I believe that this is a game that just about any adventurous game player will enjoy thoroughly.

Takahara



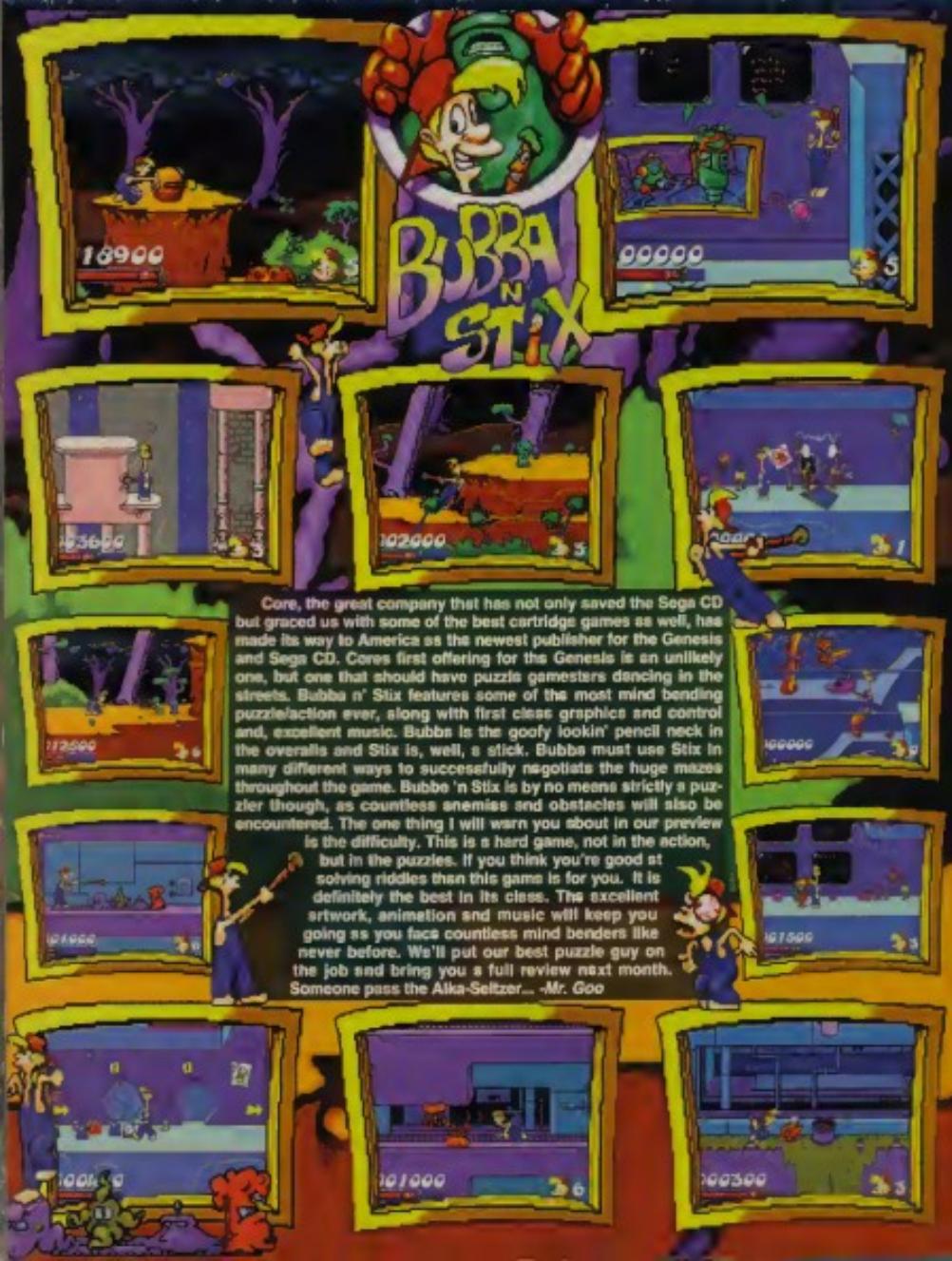


Phantasy Star

The End of the Millennium

The best news in a long time for Mega Drive users in Japan is the worst news for Genesis users, as no US version of Phantasy Star has yet been announced. I hope to see it at the upcoming CES but I have my doubts. Sega seems to have little to no interest in the RPG field, especially when it comes to Phantasy Star, one of the games that helped put them on the map. PS3 wasn't the hit they expected, (it wasn't very good) but that is no reason to abandon one of the most popular RPGs of all time. This all new version is nothing short of Role Playing bliss, similar to, but better than PS2. The new light scenes, which feature a macro setting for ease and speed, are awesome with detailed animated enemies, spectacular new music and now, better than ever, magic spells. It's a meg big and it shows in every facet of the game. From the detail and color in the overheads and towns, to the music and cinematics during key confrontations, this is the best Phantasy Star that I have ever played. The following is a quick overview for those of you who have obtained the import. We will follow up with much more next month. Let's hope a Genesis version makes its way stateside so everyone can play this early contender for best RPG of '94. E. Storm





Core, the great company that has not only saved the Sega CD but graced us with some of the best cartridge games as well, has made its way to America as the newest publisher for the Genesis and Sega CD. Core's first offering for the Genesis is an unlikely one, but one that should have puzzle game masters dancing in the streets. Bubba 'n' Stix features some of the most mind bending puzzle action ever, along with first class graphics and control and, excellent music. Bubba is the goofy lookin' pencil neck in the overalls and Stix is, well, a stick. Bubba must use Stix in many different ways to successfully negotiate the huge mazes throughout the game. Bubba 'n' Stix is by no means strictly a puzzler though; as countless enemies and obstacles will also be encountered.

The one thing I will warn you about in our preview is the difficulty. This is a hard game, not in the action, but in the puzzles. If you think you're good at solving riddles than this game is for you. It is definitely the best in its class. The excellent artwork, animation and music will keep you going as you face countless mind benders like never before. We'll put our best puzzle guy on the job and bring you a full review next month. Someone pass the Alka-Seltzer... -Mr. Goo

ROBOCOP 3

FIRST TIME ON
GENESIS™ &
GAME GEAR™!



MOTOR CITY
SHOWDOWN!



TEAM UP WITH
ROBOCOP'S OLD
ADVERSARY
THE GIANT ED-209.



BLAST DCP'S
FLYING DROIDS.

HALF-MAN, HALF-MACHINE... ALL ACTION!

Armed with laser gun, flame thrower and missile launcher
multi-weapon attachments, you must destroy giant ED-209's and
DCP's latest techno-warrior...OTOMO!

Relive all the action of the blockbuster film, as you face a
hostile invasion of enemies!



GAME GEAR



SYLVESTER & TWEETY



Sufferin' Succotash, it's breakfast for Sylvester once again. This time it's not on TV, but on the Sega Genesis, and it's up to you to try and fill Sylvester's belly. TecMogik's Sylvester and Tweety is on the way and it looks like it's gonna be a winner. Although the version shown here is early, I can tell you that the animation, voice and music rivals the cartoon itself, and the layout and design of the game has fun written all over it. The goal in each level is simple...eat Tweety, but catching him is another story. Sylvester must stack furniture, jump, climb and out-wit his enemies to successfully reach his prospective meal. Useful tools like dog bones, a pogo-stick and an umbrella are scattered throughout the game and must be mastered for each situation. Another cool option is the binoculars which allow Sylvester to find and view Tweety whenever he wants, as he exclaims "shhh, breakfast" in perfect digitized speech. Sylvester and Tweety looks like one of the first great Genesis titles of '94 and is one that Warner Bros. cartoon fans will especially appreciate. We'll bring you more in our review next month.

-Takahara



ALIENS HAVE COME TO TEXAS TO ENJOY BARBECUED RIBS. YOURS.



THE BLOOD-THIRSTIEST ALIENS IN THE UNIVERSE

HAVE LANDED AND YOUR JOB IS TO STOP THEM
IN THEIR SHIT-TOED TRACKS. (IN TEXAS PARLANCE, THAT'S
KICK SOME ALIEN BUTT.) IT WON'T BE EASY. YOU'LL
HAVE TO BLAST THEM WITH THEIR OWN ARTILLERY.
BUT BEFORE ANY SHOOTING BEGINS IN TEXAS, WE HAD
TO DO A LITTLE SHOOTING OF OUR OWN
— IN HOLLYWOOD.



FOR THE FIRST TIME EVER,

AN ENTIRE MOVIE WAS SHOT FOR THE SOLE PURPOSE OF

COMING 5 LEVELS OF
ENTERTAINMENT ALL-BURNING
IT'S KILL-DIE ACTION WITH LIVE
ACTORS AT LEAST THEY'RE ALIVE
WITH GUNFIRE.



VIEW ACTOR THROUGH
BATTLESUIT AND WITH PLASMA
GUN, OR AS AN ALIEN
ARMED WITH A RIFLE.



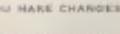
MAKING THE ULTIMATE INTERACTIVE GAME. THEN WE OPTIMIZED

THE WHOLE THING. THE RESULT IS A GAME
WHERE EVERY DECISION
THE ACTION EVERY TIME YOU PLAY. GROUND ZERO.
TEXAS IS SO REALISTIC THAT IT WILL PROBABLY
REVOLUTIONIZE THE WAY GAMES ARE MADE
IN THE FUTURE. IF THERE IS A FUTURE.

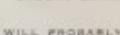
THAT'S UP TO YOU, PARTNER.



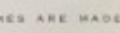
YOU HAVE CHANCES



THE ACTION EVERY TIME YOU PLAY. GROUND ZERO.



TEXAS IS SO REALISTIC THAT IT WILL PROBABLY



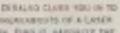
REVOLUTIONIZE THE WAY GAMES ARE MADE



IN THE FUTURE. IF THERE IS A FUTURE.



THAT'S UP TO YOU, PARTNER.



AGENT DEHALO CALLS YOU IN TO

THE BUNKERHOUSE OF A LAYER

CARDBOARD. FIND IT. SABOTAGE THE

MOTORSHIP. AND SAVE THE WORLD.

MAKE EARTH THE BEST PLACE AGAIN.

AVAILABLE FOR SEGA CD

CLUE: LEAD YOU TO THE INSANE'S
MATERIAL CAPITAL, AKA
ONE WRONG MOVE AND YOU'LL
BE IN IT... AND THE WHOLE CROWN.



Ground Zero: Texas™ is distributed by Sega Import. ©1996 Sega America, Scottsdale, AZ 85260. Texas is a registered trademark of State Board of Regents of Texas. Ground Zero: Texas™ is published by Digital Pictures Inc. for Sega Import. Computer game © 1996 Sega Picture Inc. Sega and Sega CD are trademarks of Sega Enterprises Co., All rights reserved.



It seems like street Basketball is all the rage since 'White Men Can't Jump' hit big (ching, ching) at the box office. At the same time Rap has become a big thing and spray painting on public property has also become a popular after school activity. Welcome to the nineties. We didn't get that snazzy futuristic representation we saw in flicks like Bladerunner or Total Recall, instead, we have a semi demolished version of the city of the eighties

and this game reflects that image. Jammit features digitized baddies in one on one urban city Basketball complete with a bagging session (great voice samples) and a big 'ol ghetto blaster. The game is still early so we can't go in to much more detail but Jammit looks very promising. Going in for a dunk within the key results in a nice looking controllable close up, there are several set up features, colorful graphics and a well done raunchy soundtrack that fits the game like a glove. We'll bring you more on Jammit very soon but until then you'll have to hoister that spray can and get in some practice. These boyz play for keepal - Mr. Goo



SEGA
GENESIS
INTERACTIVE

JOE & MAC

BE A CAVE DUDE - FURSH A DINOSAUR!

JOE & MAC ARE TWO CAVE DUDES THAT GOTTA FIND THEIR GIRL-FRIENDS - THEY'VE BEEN KIDNAPPED BY EVIL DINOBABIES. PICK UP STICK AXES OR STONE AXES OR YOU SET OFF ON A PREHISTORIC RESCUE MISSION. DODGE A HAIL AND HACKEY WORLD FILLED WITH FLOORING LIZARS, BACK SLIDES, RAIN FOREST POM-POMS, MONSTERS THAN YOU CAN COUNT & CLAW IT. IT'S TRUE BACKIN' ACTION, WITH BIG, CRUNCH-UP STYLE GRAPHICS AND THE BIGGEST TWO-PLAYER ACTION EVER.

- EARTH-SHAKING SOUND EFFECTS
- MASS DINOSAURS TO MEET AND DEFEND
- THE BIGGEST COLOR GRAPHICS SINCE THE DISCOVERY OF FIRE
- SWING LANDS TO EXPLORE AND CONQUER
- MORE PREHISTORIC CREATURES THAN YOU CAN THROW A STICK AT
- FIVE LEVELS - BOTH VERTICAL AND HORIZONTAL - FILLED WITH PREHISTORIC FUN.
- FOR 1 OR 2 PLAYERS

TAKARA®

Video Game Division

230 Fifth Avenue, Suite 1201-E, New York, NY 10010

Tel: 212 685-1212

Licensed by Sega Enterprises, Ltd. for play on the

Sega™ Genesis™ System.

SEGA and GENESIS are trademarks of Sega Enterprises Ltd.
JOE & MAC™ 1991 Data East Corporation.



SEGA-CD™ owners asked. We listened. Now, it's here...

LUNAR™

THE SILVER STAR

True Role-Playing!
CD sound!!
Hot animations!



WORKING
DESIGNS

Our games go to 11!

SEGA AND SEGA CD ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. Game ©1992 Game Arts. "LUNAR" is a trademark of GAME ARTS. Licensed from GAME ARTS by WORKING DESIGNS, 101-35 Clear Credit Road, Redding, CA 96001. This game produced in 3D, 640x480 resolution. For a dealer near you, call (916) 243-3417 ext. 150.

SEGA MEGA SHOW

ACCOLADE

Bartley Shut Up & Jam (segm)
Speed Racer In the
Challenge of Power X (segm)
Baby! 2 (segm)
Fireteam Rogue (segm)
Juggernaut (segm)



AMERICAN LASER GAMES

Who Shot Johnny Rock? (segm CD)
Mad Dog II (segm CD)
Crime Patrol (segm CD)
Space Pirates (segm CD)



TECHNOS

AMERICAN TECHNOS

Popeye The Sailor Man (segm)



DOMARK

Hector (segm CD)
Marko's Magic Soccer (segm CD)
Spartan Challenge (segm CD)
Prize! World (segm)



ASC

Snow White
Happily Ever After (segm)



ARENA

World Remind (segm CD)
Vicky & Scruffy (segm CD)
WLAFA Basketball (segm CD)
Ultima Return (Sega Megadrive)



DATA EAST

Mega Turtles (segm)
Side Pocket (segm)



CAPCOM

The Magical Quest Starring
Mickey Mouse (segm)



CORE

SoulStar (segm CD)
Battlecorps (segm CD)
Bubble & Sitz (segm, Sega CD)
Skeleton Krew (segm)
Trunkki (segm)



ELECTROBRAIN

Jim Power:
The Lost Dimension Is 3D
(Amiga, G3)



ELECTRONIC ARTS

Mixed League Hockey (Amiga)
HBA '94 Showdown (Amiga)
PGA Tour Golf (Amiga)
Wing Commander 2 (Amiga)
Andretti Racing (Amiga)



EXTREME

Battle Fury (Sega CD)
IWO World War (Sega CD)
Bettieh (Amiga)
Chapster II (PC)



GAMETEK

Brutal (Amiga)
Family Feud (Amiga)
Jeopardy! Deluxe Edition (Amiga)
Zool (Amiga)
Jeopardy! Sports Edition (Amiga)
Pinball Dreams (PC)
The Humans (PC)



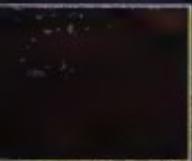
FLYING EDGE

Dynamic Ball (Sega CD)
Superhero & Villain
Mayhem Garage Jams!,
The Dynamic! (Sega CD) (Amiga)
The Dynamic! (Sega CD)
Galaxy War (PC)
System 3000/Mad K-Merc
Architect Revenge (PC)



INTERPLAY

The Lost Vikings (Amiga)
Rock & Roll Racing (Amiga)
Clayfighter (Amiga)



JVC

Rebel Assault (Sega CD)
Rise of the Robots (Amiga)
Indiana Jones and
the Fate of Atlantis (Amiga)
Heimdal (Sega CD)
World Championship Fally (Amiga)



KONAMI

Double Dribble 2 (Amiga)
California Roadtrip (Amiga)

KOEI

Hobunaga's Ambition (Sega)
Romance of the 3
Kingdoms Part III (Sega)
Operation Europe (Amiga)
Liberty or Death (Amiga)



MICROPROSE

Impossible Mission 2025:
The Special Edition (Amiga)



READYSOFT

Dragon's Lair (Atari ST)
Space Ace (Amiga)



REVELL

European Racers (Sega CD)
Aero Racers (Sega CD)



PLAYMATES

Star Trek: Deep Space Nine (Amiga)
Exosquad (Amiga)



NAMCO

Starquest (Amiga)



PSYGNOSIS

Shadow of the Beast (Amiga)
Lemmings 2: The Tribes (Amiga)
BWB's Tomato Game (Amiga)
Walker Island (Amiga)
Gigablast (Amiga)



RENOVATION

Revenge of the Ninja (Sega CD)



SONY

Jeopardy! (Sega CD)
Wheel of Fortune (Sega CD)
ESPN Baseball Tonight (Amiga)



SPECTRUM HOLOBYTE

Balls (Amiga)
Tinhead (Amiga)



TAKARA

King of Monsters 2 (Amiga)
Fatal Fury 2 (Amiga)



SUNSOFT

Bubble & Squeak (Amiga)
Pirates of the Dark Waters (Amiga)
Kung Fu: The Legend Continues (Amiga)



TAITO

Rainbow Islands (seg)



TECMAGIK

Sylvester & Tweety
In Casper Caper (seg)
Steven Segal in the
Final Option (seg)



THQ

Total Carnage (super seg)
Akira (seg CD, Grafx 64)
Time Killers (seg CD)
Time Trax (seg CD)
StarQuest: DBV (seg CD)



WORKING DESIGNS

LUNAR (seg CD)
VAY (seg CD)



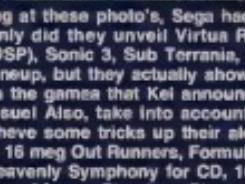
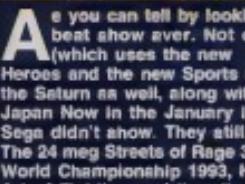
TENGEN

Prince of Persia (seg CD)
Grindstormer (seg)
RBI Baseball '94 (seg)
Dick Vitale's "Awesome Baby!" College Hoops (seg)
Interplanetary Lizards of the
Texas Plateau (seg)

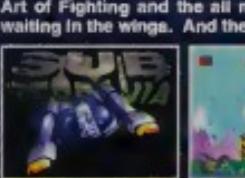


U.S. GOLD

World Cup USA '94 (super seg)
The Incredible Hulk (seg), by
Westwood (seg)



As you can tell by looking at these photo's, Sega had their best show ever. Not only did they unveil Virtua Racing (which uses the new DSP), Sonic 3, Sub Terrania, World Heroes and the new Sports lineup, but they actually showed us the Saturn as well, along with the games that Ken announced in Japan. Now in the January issue! Also, take into account what Sega didn't show. They still have some tricks up their sleeves. The 24 meg Streets of Rage 3, 16 meg Out Runners, Formula One World Championship 1993, Heavenly Symphony for CD, 16 meg Art of Fighting and the all new, 24 meg Phantasy Star are still waiting in the wings. And then... Saturn!



E Storm's Import Update

Welcome to another edition of E Storm's Import update. As you know (it's all over this issue) the Winter CES has just wrapped but, alas, these games were not there. Had they been, things would have been even better for Sega. Virtua Racing will come out a month or two earlier in Japan, because the FCC will not approve the DSP until it is out overseas. However, the games pictured here should be either simultaneous releases or exclusive to the import market. The reason I say there may be a chance that one or two of these may be exclusives to Japan is that, as close as they are to being completed, none were at the CES. Bare Knuckle Three (24 meg) will be released in March, Formula One WC 1993, Heavenly Symphony (CD-ROM) will be out in April and Outrunners (16 meg) is set for May. Check out the big sprites on the track side in Heavenly Symphony! If the frame rate is fast enough, this could be the best Sega driver ever. It consists of actual tracks and drivers and allows you to partake in an entire, realistic, F1 season. The sprites also look good in Outrunners but we all know there is no way the Mega Drive can duplicate the arcade game. I'm hoping it's half as good, that would make it a ten on 16-bit. Of course, BK3 looks phenom, and Yuzo says to get ready for some heavy techno.



SEGA PLAYERS... WELCOME TO THE FAMILY!



EVERY STEP YOU TAKE
COULD BE YOUR LAST!

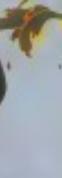


LETHAL OBSTACLES AWAITS
YOU IN THE GAMES ROOM.



AVOID THE DEADLY WEB
OF TROUBLE.

The Addams Family



EXPLORE THE WEIRD
WORLD OUTSIDE THE
ADDAMS MANSION



IT'S THE FEZ-COPTER
FLYING GOMEZ TO
THE RESCUE!



Great Scott, man! Morticia's been kidnapped! It's up to the golf-ball-hurling, Fez-copter-flying Gomez to rescue her or she'll face a fate worse than life! Spooky dangers haunt every spine-chilling bend, but with Wednesday, Pugsley and Thing around, help is always at hand!

So, for the kookiest, ookiest, creepiest Sega™ action...
welcome to the family!

GENESIS



GAME GEAR



FLYING
EDGE

© 1995 ADDAMS FAMILY FILM CO., INC. ALL RIGHTS RESERVED. THE ADDAMS FAMILY™ LOGO IS A TRADEMARK OF ADDAMS FAMILY FILM CO., INC. ADDAMS FAMILY FILM CO., INC. AND 20TH CENTURY FOX FILM CORPORATION ARE TRADEMARKS OF 20TH CENTURY FOX FILM CORPORATION. SEGA AND GENESIS ARE TRADEMARKS OF SEGA CORPORATION. GAME GEAR IS A TRADEMARK OF SEGA OF AMERICA, INC. FLYING EDGE IS A DIVISION OF AVIATION ENTERTAINMENT, INC. © 1995 AVIATION ENTERTAINMENT, INC. ALL RIGHTS RESERVED.

This official site of the game features the largest collection of information about the game ever created. Visit us today to learn more about the game and its creators.



SUPER THE EMPIRE STRIKES BACK

Will You Accept the Challenge of a Jedi Knight?



Join experienced heroes like Han Solo and Luke Skywalker.



Battle snowtroopers, probe droids and Imperial Walkers on the ice world of Hoth.



Experience the richness of a 12-megabit, interactive Star Wars universe.

Pursued across the galaxy, you and your Rebel Forces now marshal new strength on the remote ice world of Hoth. Although tracked by probe droids, attacked by ice monsters, and confronted by an army of gigantic Imperial Walkers, you must not give in. You are the Alliance's only hope. Learn the ways of the Force, then test your skills in this fast-paced, action-packed sequel to the hit game, Super Star Wars.

Alternate between sideways scrolling, dizzying Mode 7 flight sequences and first person cockpit views. Experience the richness of a 12-megabit, interactive Star Wars universe, loaded with new enemies, exciting dialogue, movie sound effects, cool vehicles, and intense 3-D space battles. Join Luke Skywalker, Han Solo and Chewbacca in a continuation of their epic action/adventure in Super Empire Strikes Back.

LICENSED BY
Nintendo

SUPER NINTENDO



JVC



PLANET SNES



SNES • DATA EAST • 12MEG • ACTION • 2 PLAYERS • AVAILABLE MARCH

JOE & MACTM 2 LOST IN THE TROPICSTM



The coolest Cavemen in gaming are back! Except this time, not in an arcade port but, in an all new adventure for the SNES, Joe 'n Mac 2.

One thing that the coin-op was lacking was diversity and play mechanics so, that is exactly what Data East has given us in one of the few sequels in recent memory that is better than the original. In this new adventure you get an overhead map, towns to visit, a save feature, more special effects, all new attacks, and a wide variety of play mechanics such as climbing on vines, riding in numerous vehicles, and drinking and spitting water. Not only that but, this new game is

much, much longer and features diversity in every new level. The graphics





are excellent throughout, soaked with color and great animation in both our heroes and their enemies. When playing a two player simul game, very little slow down was present. It is twice as fun as the original with all new interaction and a multi plane play field which allows each player to take his own path in much of the game. Even the bosses are better and require much more skill to



defeat. They are more interesting and diverse throughout the game. With Joe and Mac 2, Data East gives us everything we could ask for in a sequel and more. More importantly it shows there are good SNES titles already on the way early on in '94. Maybe this will be the year we've been waiting for for the Super NES. We'll bring you a full review on Joe and Mac 2 next month. - E. Storm



Let's skip right to the end of this review, shall we? Attention SNES owners...go buy NBA Jam! Thanks to Acclaim and Iguana, the purchase of this game is a no brainer, it is simply one of the best arcade to home translations ever. Any way you play the game; against the computer controlled teams, against a friend or against 3 friends (with the five player tap), NBA Jam plays like a dream and is one of those games, like Street Fighter 2, that you won't tire of quickly and that will be an active part of your gaming diet for many months to come. For arcade purists, the SNES version is not EXACTLY like the arcade game. There are some players missing whose licensing rights are controlled by other video game publishers, a few voice samples missing and, so far, we have found no code that allows you to play the "big head" version of the game (no big loss). Other than those minor issues, this 16 meg game IS the arcade game. If you haven't played the quarter snatcher, NBA Jam is a fast paced two-on-two basketball game

where your primary goals are to dunk and not to be dunked on. The play mechanics are designed so that there is a constant struggle between the offense, as it attacks the hoop, and the defense, as it tries to position its players to reject the jam. The joy and beauty of NBA Jam lies in this struggle and in the absolute, total control that you have at all times. Alley Oops, length of the court passes, jump passes and touch passes from a rebound are all at your command and can be executed effortlessly. The game really does play like SF2 in that there is always a counter-punch for



TONIGHT'S MATCH-UP

PACIFIC

VS



WHEELER

PRASER

NBA JAM

SNES

TURBO

TURBO

TURBO

21.6



the one that your opponent just threw at you. There is nothing quite like seeing the guy you're playing against take to the air as you position yourself under the hoop, then...at just the right moment, you leap toward the rafters...sending his weak garbage into the third row as you both end up on your backs...a crumpled heap on the hardwood. Well, this is the part of the review when we say; "If you like this type of game...blah, blah, blah...". Not this time, there are no "ifs". NBA Jam is required playing and one of the best games ever made. - Dr. E



MEGA MAN X

One of the most popular action series during the 5 year reign of the NES was a sleeper hit starring an innocent looking little blue robot named

Mega Man. Was it the incredibly challenging platform jumping and long tough levels that made it so popular? Or was it the huge mechanical mid bosses and the many perilous drops and disappearing platforms? Or, was it a dog named Rush? I think it was probably all of those things. So, then why is 90% of that missing in the SNES version? Well, it is the first one and it saw less than a year in R&D. Could that be why, or is it the limitations of the system? In any case, this first sequel on the SNES shows little resemblance to the NES originals. Don't get me wrong, Mega Man X is a good game. In fact, if I never played an 8 bit version I might say it is a great game. It has colorful well drawn graphics, a great story, nimble hard to beat bosses and good music. And, most importantly, MMX is really fun. However, this is a Capcom action game and I played every version on the NES so, I expected more from the first SNES installment. Capcom made the best action games in the business prior to Street Fighter 2 and I expect that or more today. Will I get it on the Genesis, Mega Man's next destination?

In Mega Man X our hero has shed his innocent looks and Rush has remained in the dog house, but you





do get an all new character with some great new moves. Mega Man can now power slide, grapple vertical walls and dons several all new power suits. He is also drawn and animated beautifully. The graphics in X are also excellent, with great detail and color, and the phenomenal trademark artwork that helped put Mega Man on the map is everywhere. Overall *Mega Man X* ends up being one of the best action/platforms in recent memory.

memory for the SNES. This great genre has been somewhat dry, since *Mario World*, for SNES owners. I'm sure *Mega Man* will do huge numbers, as it should, and help fuel the return of the quality action/platform for the Super NES. So, it's not perfect, but it's still *Mega Man*, and it's still Capcom, so I recommend *Mega Man X* highly. - E. Storm



TIME TRAX

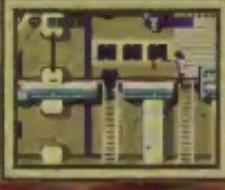
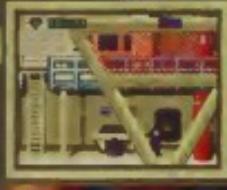


THQ has added another title to its growing list of quality games with Time Trax for the SNES. *Time Trax*, based on the syndicated TV show, combines both action/platform and shooting and is set on Earth, in the year 2193 A.D. For those of you that haven't watched the show, you play Darien Lambert, futuristic international policeman. Your job is to retrieve fugitives who have traveled into the past and bring them to present day justice. Besides having super human abilities and training in martial arts, you possess a form of mind control called "time stalling" which slows down anyone and anything in your path. This option comes into play when things get a little bit heavy, but doesn't work on everything. The control is very tight which makes the game fun to play and the difficulty will challenge even the best gamer's skills. Graphics in Time Trax is colorful and detailed, with plenty of background





and foreground scroll especially in the motorcycle and jet ski levels). The lead character is quite adept, who can fight hand to hand or with a gun (but don't worry mom there's no heavy carnage). There are also bonus rooms and power-ups hidden throughout the game. The best way to uncover these is to shootblindly everywhere. Perhaps the most important factor about Time Trax is its replayability. Since there are no continuos you have to learn where to find one ups and secret rooms each time you play until you finally master the game. Gladly, the graphics, music and gameplay are good enough to keep you interested throughout this learning curve. TT also incorporates Motorcycle and Jet Ski levels into a side scroller successfully for the first time. These levels not only look good but play good as well. Time Trax is a quality game, it has good animation, music and art work and is very challenging and fun to play, it should please even the most demanding players. —Brouly





ROCKO'S MODERN LIFE™

SPUNKY'S DANGEROUS DAY

Welcome to Rocko's Modern World. A peaceful, tranquil place...until Spunky gets himself and Rocko in a world of trouble! The latest and funniest ever Nicktoon, Rocko's Modern World, has become Viacom's first title for the Super NES. Rocko is a Wallaby (a cute little Aussie mammal) and Spunky is his clueless, yet lovable little dog. The goal in Rocko's is to basically save Spunky from himself. You see, you're out for a 'little walk' and if you're not careful, (and a bit too witty mate), you may never get where you're going. First of all I must tell you, Rocko's Modern World is the first SNES game with an accent. Yep, you got it, Rocko talks with a perfect little Ausie accent. The game itself is all about action and interaction. By carefully planning and executing Rocko's moves you can safely get Spunky where he's going. For instance, since Spunky cannot jump or climb, you might have to wait until he walks over a beach chair, so you can jump on the other side and left him to the next level. But be prepared mate, Spunky just keeps going...straight ahead. If he hits an object in front of him he'll just turn around and mosey back toward you, so you must plan your next move. Conveniently, you can grab little Spunky and turn him around. You never have to chase him too far. This is a fun game, it's different, and it has a great sense of humor. The mindless look on Spunky's face makes me laugh every time I see it, and when Rocko starts to panic it's pretty funny too. The graphics, samples and music in Rocko's Modern world are excellent and the characters

are drawn and animated just like the cartoon...beauty mate! We'll have more on this cool new game when we review

it next month. - E. Storm



Nintendo

WEEKLY SHOW

NINTENDO

Ken Griffey, Jr. Presents...
Major League Baseball
Kirby's Famicom
Street Race FX
Super Metroid



TECHNOS AMERICAN TECHNOS

Super Pinball
Behind the Mask
Poppy



ACCLAIM

MCA Jam
Itchy and Scratchy
USA/RA Monster Trucks
The Simpsons: Virtual Beat
Championship World Cup Soccer



ABSOLUTE

Space Ace
Home Improvement
Pile of the Robots



ACCOLADE

Heroball 3
Pete
Charles Tarkay: Shut Up & Jam
Speed Racer: My Most Dangerous Adventure



BPS

BULLET PROOF SOFTWARE
Spike Mc Fang
CyberSide
Widenska



ASC

Chinese Boxing
Snow White-Happy Ever After



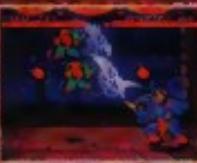
CAPCOM

Wizardry V
Mega Man X
Mega Man Soccer
Street Fighter
King of Dragons



CULTURE BRAIN

Ultimate Fighter
Galactic Defender
First Gear
Golden Smiles



DTMC

Gendo 106
Lester 2
Firestrike



DATA EAST

Bengaka



FCI

WCW- Super Brawl Wrestling
Ultima: The False Prophet
Ultima: Return of Virtue II
Ultima: The Black Gate
Might & Magic III



ELECTRO BRAIN

Astrie: The Goat
Winter Extreme-
Snow & Snowboarding
Crash



ENIX

King Arthur & the Knights of
Justice
Master of City
Brain Lord



ELECTRONIC ARTS

Jelly Boy
Big Welsh College Football
MLBPA Baseball
FIFA International Soccer



EXTREME

Warrior of Hospital M



GAMETEK

Zool
Wheel of Fortune Deluxe
Jeopardy! Deluxe
Platoff Defense
Jeopardy! Sports
Specie



AVAILABLE NOW . . .



CULTURE BRAIN™ AND ULTIMATE MORTAL KOMBAT™ ARE TRADEMARKS OF CULTURE BRAIN USA, INC. ALL RIGHTS RESERVED

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEAL ARE THE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA, INC. ©1994 NINTENDO OF AMERICA

INTERPLAY

The Lord of the Rings

Blackthorne

Clayfighter 2



IREM

Undercover Gogo

B-Type II

In the Heat



HUDSON SOFT

Beauty & the Beast

American Tug-Flag! Go! Go! Who!



JVC

Major May

Japan X-905



KEMCO

622

Cubby Cheeze

Super Dragoonsoft



MALIBU GAMES

Time Killers

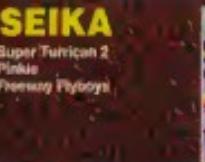
Time Trap



PLAYMATES

Star Trek: Deep Space Nine

Ensign



SEIKA

Super Turrican 2

Pinkie

Frenzy Flyboys

YOUNG MERLIN

WIZARD OF BIRDS

YOUNG MERLIN
FOR THE SUPER NES®



Westwood™

Distributed exclusively by

Virgin

Published by
Nintendo



NAMCO

Battle Cars
Metal Marauder
Sunrise 8-Hours



T'HQ

The Rugrats Movie
Show Part 2

OCEAN

Nicky, Nacky
Eek! The Cat
Addams Family Values
The Shadow



SQUARE SOFT

Princess of Fire



SUNSOFT

Speedy Gonzales
Planes of Dust: Water
Xang Fic-The Legend Continues
Superman



TAITO

Sonic Blastman 2
Ninja Warriors
The Jetsons: Invasion of
the Planet Pirates
The Planetsmen: The
Treasure of Sierrah Madrock



U.S. GOLD

World Cup Soccer
The Incredible Hulk
Fistfight-The Quest For Identity



SETA

Nosferatu



VIRGIN

Jammin'
Jungle Book

Freakin' Awesome



"Super Turrican will give you the worst beating of your video game life!"
GAMEPRO Magazine

"One of the best"
Electronic Gaming Monthly

"Blazing graphics, Dolby Surround and smooth action make this the best Turrican ever!"
Game Players

With so much firepower at your fingertips, you're expected to win, right? Wrong! Even with super beam, smart bombs and power line super weapons at your disposal, your enemies will see that you face the ultimate in terror!

Super Turrican™ is one of the finest Action/Adventure games you'll ever see, feel, play or hear! That's right, hear! With full-feature *Dolby Surround Sound™*, if the incredible graphics don't toast you, the sound alone is enough to turn your brain into a crispy critter.

Try and survive 13 levels of the most unusual worlds ever seen. Over 1000 screens. High-tech weaponry. Brilliant special effects, 3-D graphics and exhilarating gameplay!

A warning to the cocky player who thinks he's seen it all: here you better expect the unexpected!

For your Super NES
& NES systems.

 **SEIKA**
Freakin' All The Rules™



Remember "Legend of the Mystical Ninja"? It had 80+ music tracks, countless levels, two player simul. play, scaling, rotation, and some of the best play mechanics of 92, all in an 8 meg package. You either loved it or you didn't. Many found the towns an annoyance as they tried to rush through the game, while others savored every Dojo. Many found the theme and starring characters just too weird and others relished something different. That's how it was and that is how it would probably be again if Goemon 2 came out over here...which is probably why it most likely will not. There are, however, some major differences in this sequel. First of all, you no longer fight for money in the



towns. It must now be obtained in the levels or by gambling. If you hit someone in town now, everyone freaks out and starts chasing you, so it is best to be nice, go about your business and move on. Also gone is the complicated password, replaced by a battery. Now, in part two, is the addition of a new character (a cool Ninja) who uses his hair and throws shurikens and bombs for attack. Also, the all new mega big Goemon robot, who you first drive across cities and other tiny terrain smashing buildings and jumping pitfalls, then use to fight main bosses in a first person mode? battle using blocks and punches. These are both fun and unique, new, boss fighting techniques. Other than that this is Goemon all the way. Vivid colorful graphics, mystical and perky Japanese tunes, fun in the towns like playing Xexex or gambling, riding piggy back or in crazy vehicles and special effects galore. It is long, fun and very, very different. So if you liked part one, don't miss two, and if you didn't like part one, well, wait for another Mario, the other cool short fat guy game. - Mr. Goo

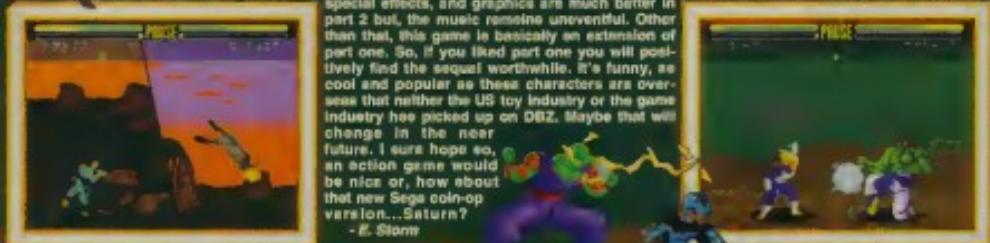




Any Dragon Ball Z fans out there? No duh, I'm sure there are tons. One of the biggest cartoon series in Japan has seeped over so slightly into the US. As you can imagine, this is a huge title in Japan. It follows the series premise to the letter (even the voice is done by the actual actors) and unlike the "Flat of the North Star" series, it is actually done quite well. This is not, however, your standard fighting game. Characters can be a hundred feet apart, (of course you'll need a huge TV) one in the sky and one on the ground, throw a move and connect it seconds later. Once hit your character is frozen while panting and recovering. While the character who threw the move, depending on how draining it was, must also recover. Rounds are long and require a whole new strategy to master. In fact, watching the cartoon would actually make you better at the game. The backgrounds,

special effects, and graphics are much better in part 2 but, the music remains uneventful. Other than that, this game is basically an extension of part one. So, if you liked part one you will positively find the sequel worthwhile. It's funny, we cool and popular as these characters are overseas that neither the US toy industry or the game industry has picked up on DBZ. Maybe that will change in the near future. I sure hope so, an action game would be nice or, how about that new Sega col-op version... Saturn?

- E. Storm





It appears that once again the intrepid R-9 is being called out of retirement to go head on against the Hydo Empire. The R-9, for any of you who don't know, is Irem's heavily armed space fighter in the R-Type series. R-9 has appeared in 2 coin op arcade hits, the Master System, Turbo Grafx (PC Engine), Game Boy, Super Nes (8 Meg) and its sequel R-Type II, and if I am not mistaken, 16 meg.

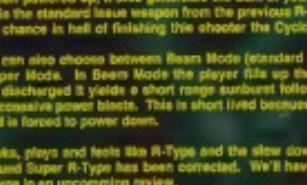
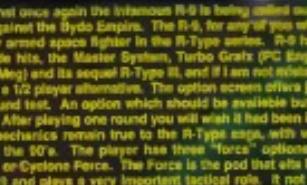
R-Type III is a 1/2 player alternative. The option screen offers joyped configuration and a sound test. An option which should be available but is not, is a difficulty setting. After playing one round you will wish it had been included.

The play mechanics remain true to the R-Type saga, with weapons system upgrades for the 80's. The player has these "Force" options in this version: Round Force, or Cyclone Force. The Force is the pod that sits in the front or the rear of the R-9 and plays a very important tactical role. It not only serves as a shield, but when powered up, it also generates the bulk of your power. The Round Force is the standard issue weapon from the previous R-Types. However, if you want a chance in hell of finishing this shooter the Cyclone Force is your best bet.

The player can also choose between Beam Mode (standard R-9 issue) or the upgraded Hyper Mode. In Beam Mode the player fills up the power bar twice. When discharged it yields a short range sunburst followed by a barrage of successive power blasts. This is short lived because the R-9 overheats and is forced to power down.

The wrap up:

The game looks, plays and feels like R-Type and the slow down problem that plagued Super R-Type has been corrected. We'll have more on Super R-Type in an upcoming review.





Here is, for me, the biggest surprise of the year for the Super Famicom. Alcahest. We first saw this title over a year ago in the Japanese mags. Then the developer (Halken) went belly up and the game disappeared. It has now been picked up by the RPG kings at Square (good form) and is now available in Japan. I would imagine they would bring it out here as well, as I feel it is rivaled by only *Zelda* and *Landstalker* in the Action/RPG category. It's that good.

There are many unique qualities in



Alcahest, and I will try to explain a few. Strewn about the ground are stone icons which when uncovered (by swinging your sword) reveal either a blue light or a green light. The blue lights send you soaring through the air (followed by an impressive trail of stars). These play mechanics not only replace the jump with a spectacular leap, but act as a great new way to fight enemies and defeat bosses. You find yourself using waterways to get around in one of the *Zelda* like labyrinths and are always joined by the character you save in each level. Once a character leaves the hero he takes on that character's traits, complete with new armor and offensive techniques. Besides numerous unique features *Alcahest* also has incredible graphics and music, and plays like an Action/RPG players dream come true. This is a fantastic game. We had no idea *Alcahest* would be so good or we would have cleared more pages for our preview.

Instead, you'll have to wait until next month when we will bring you much, much, more.

- E. Storm

ALCAHEST



Cao Cao

Nobunaga

Genghis Khan

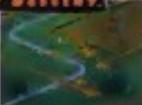
It took 1400 years,
but we finally
got them together!

Play this, three of history's most ruthless and ambitious leaders all wrong soon. Now throw the set that all three are looking towards world domination with massive armies following their every command. Sounds interesting, doesn't it? This winter, Koie's bringing Genghis Khan, Nobunaga and Cao Cao together to a store near you, and it's going to be exciting. After all, Genghis Khan is out to lead his

Mongol hordes victoriously across Asia and Europe in GENGHIS KHAN II: CLAN OF THE GRAY WOLF; Nobunaga is seizing control of Japan in NOBUNAGA'S AMBITION and Cao Cao's devising new ways to reunite China after the collapse of the

Second Han Dynasty in ROMANCE OF THE THREE KINGDOMS III: DRAGON OF DESTINY. The contest for world domination is about to begin!

Romance III
of the Three Kingdoms
DRAGON OF DESTINY



Sega Genesis™ Master System™

Genghis
KHAN II



Nobunaga's Ambition



KOEI

KOEI Corporation, 1350 Bayshore Highway, Suite 540
Fremont, CA 94010

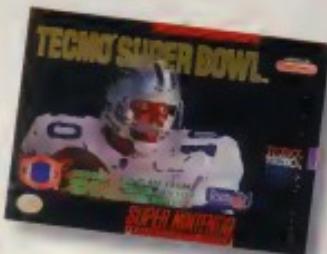
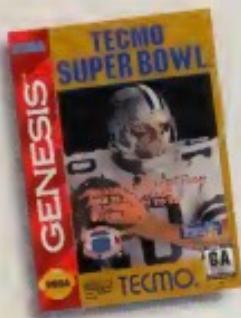
ALSO AVAILABLE FOR IBM PC COMPATIBLES.

KOEI Games are available for all systems in retail outlets nationwide! If you can't find the KOEI product you are looking for, call us at: (415) 343-6500 (from 5pm PST)

Genghis Khan II, Nobunaga's Ambition and Romance of the Three Kingdoms III are trademarks of KOEI Corporation. ©1992, Koei Corporation. All rights reserved. Sega, Sega Genesis and the Sega logo are trademarks or registered trademarks of Sega Corporation. KOEI is a trademark of Koei Corporation. ©1992, Koei Corporation. All rights reserved. Nobunaga's Ambition and Romance of the Three Kingdoms III are trademarks of KOEI Corporation. ©1992, Koei Corporation. All rights reserved.

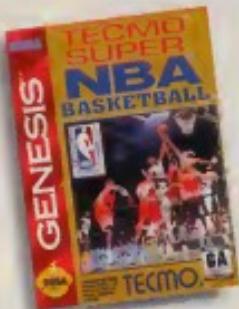


TECMO® SPORTS™



TECMO® SUPER BOWL.™

THE GREATEST SPORTS GAMES
ARE FROM TECMO



TECMO® SUPER **NBA®** BASKETBALL



©1993 NFL.
SUPER BOWL and NFL Shield Design are trademarks of the National Football League.
©1993 NFLPA.
Officially Licensed Product of the National Football League Players Association.

Licensed by Sega Enterprises Ltd. for play on the Sega® Genesis™ System. Sega and Genesis are trademarks of Sega Enterprises Ltd.

The Individual NBA Member Team Marks reproduced in or on this product are trademarks which are the exclusive property of the respective Member Teams and may not be used without the written consent of NBA Properties, Inc.
Nintendo, Super NES and official seals are registered trademarks of Nintendo of America Inc.

© 1993 NBA Properties, Inc.



GAMEFANTASTIC

SPORTS

NBA ACTION...
IT'S GAMEFANTASTIC

GFS HITS THE HARDWOOD WITH

SEGA SPORTS' NBA ACTION '94

NBA ACTION '94

ALSO INSIDE:

PELE SOCCER
PRIZE FIGHTER
CHAMPIONS WORLD CUP SOCCER
SUPER GOAL 2

PLUS: TALKO TALK, HALL OF FAME, PLAY IN PROGRESS AND MORE...

TALKO TALK

Get ready to play some hoop and toss around the ol' horse hide! Having just returned from WCES '94 in Las Vegas, I have seen the future and, in video sports games, it's basketball and baseball. All of the major players were represented with games covering both of these sports and, pardon me while I jump for joy, the games looked great! World Series Baseball, from Sega on the Genesis, is definitely the baseball game to beat in '94 on Sega's 16-bit machine. As previewed in Play In Progress in our December issue, this game has features that will make every player drool and, from my hands-on experience at the show, it plays like a dream. Sega was also displaying NBA Action (as seen to the right) for you b'ball fans out there. EA Sports was not to be out done as they were displaying their new basketball engine, in the form of NBA Showdown, and a fantastic looking and playing baseball game (also seen in a previous edition of PIP) on the SNES, MLBPA baseball. I also got a sneak peek at Tecmo's upcoming baseball game for Genesis and SNES and, as with their other sports products, this game will ignore no detail! In addition, Konami had a new baseball game for the SNES and their new Genesis basketball game, Jaleco was showing their Bases Loaded 2 game on SNES, Sony was showing ESPN Baseball, Tengen had RBI '94 and Awesome Baby Basketball on the Genesis and Nintendo finally took the wraps off of their Ken Griffey, Jr. Baseball game for SNES. All of these games are scheduled for Spring '94 release and will be appearing in the pages of GameFan Sports over the next two months. Also, get ready for a surge in the number of sports titles available this year as publishers start to realize the importance of sports product in their catalogues. This year will mark the introduction of dedicated sports lineups from most of the major (and not so major) publishers and major licensing tie-ins and promotional campaigns the likes of which our industry has never before seen. That's fine with me guys, step up to the box and let's PLAY BALL!

NBA ACTION



NBA Action...it's FANTASTIC! Yeah, I know...major lame introduction. Here's the drill Sparky...Sega Sports and Malibu Interactive have produced one incredible basketball game that takes all of the arcade fun from the original David Robinson and strengthens it with full season play and an NBA license, with all of the teams and players. They have even managed to squeeze out some full court, full screen rotation that has to be seen to be believed! Everything that makes the game of basketball intense and exciting is in this game; substitutions and player management, speed bursts and 11 different dunks, hot and cold streaks, "sweet" spots and in your face rejections are all included with the price of admission. The play control is very intuitive and accurate; it is not enough to just have your defender in position to make a steal, you have to be on the ball handler's dribbling hand. Blocking shots is particularly fun and the shooting mechanism has been done better than in any five-on-five simulation to date. Most b'ball games have you holding down the "shoot" button until you reach the top of your jump, then you release it to achieve a better shooting percentage. In NBA Action, there are two stages to the player's jump and, if the defender is sharing your air space, you're not going to get the shot off. You need your own zone and great timing on your release to be success-





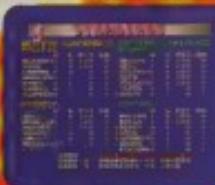
INSTANT REPLAY



ful. But, once you are, you'll find the shooting mechanism in this game taking you on the court and bringing a sense of realism that you've never before experienced. And the combination of using the 'B' button for a quick burst of speed, then pulling up for the jumper with 'C' is awesome! To give you one more example of how Sega Sports and Malibu have concentrated on the details, the difference between charging and drawing a foul has been designed so that, if you move laterally

and the defender comes toward you, you draw a foul. If you move in to the defender and he is stationary or back pedalling, you are called for a charge. It is this attention to detail that makes the game great. Graphically, the game makes use of the same 3/4, Isometric view that Robinson did and throws in the relating screen for mid-court transition. The players are all digitized and animated extremely well and the ball physics are outstanding. Add to this the voice of Marv Albert and his color commentary and you've got the

most realistic game of hoop on 16-bit. Of course, full season play with playoffs and battery save is standard and the game tracks your statistics over the course of the season. As they did with Montana '94, Sega Sports has taken their new design philosophy of "We Sweat the Details" and applied it to NBA Action. The results are much the same-NBA Action has redefined live-on-five basketball on the Genesis and hoop players have an all star addition to their sports library. - Taiko



INSTANT REPLAY



INSTANT REPLAY

Coach's Corner



Now that you own the best football game of 1993, how about a few tips to make your friends become your enemies and help you turn the computer into a defenseless opponent? The first thing that you absolutely must do in NFL Football '94 is study your playbook and take full advantage of the different formations that it offers you. The computer opponent in this game is sophisticated enough to make you react to its defenses with proven offensive strategies. If you try to throw deep on third and long situations, a good defense is going to sit back in the Nickel or Prevent and wait for you to make a mistake. Also, you have to realize, when choosing your favorite team to play through a season, that the team's strengths and weaknesses will affect your play calling strategy. If you play with Detroit, you're going to run the football. As opposed to Miami, where you are going to throw the ball 40-50 times per game. When passing, you must recognize the defense that your opponent is throwing at you and choose to concentrate on one side of the field. If you start to see the DB dropping back into pass coverage, start to move around the pocket and look for an open lane—should you need to run. My advice is to choose a team that has a mobile quarterback (like SF and Steve Young) and be aggressive with your play calling. Try to move the ball on first down and look to throw deep on second and short situations. On defense, the days of one and less Blitz are over. NFL '94's computer teams are so strong, offensively, that they will exploit any repetitive alignments on your play and, if you didn't mix it up and give the computer offense multiple "looks", you will find yourself down by thirty at half. Great games require great players and, in NFL Football '94, it will take all of your football knowledge and arcade skills to succeed. But, that's what it's all about, isn't it? - Talko



THE BILLIARD CONGRESS OF AMERICA PRESENTS

CHAMPIONSHIP POOL

CALLED BALL POCKET
EIGHT BALL ELECTRIC



Multiple Viewing Angles



Astounding zoom-in screens



Party Pool allows up to 8 players

BILLIARD CONGRESS
of America
WORLD CHAMPIONSHIP



Can you qualify for the big one?



Endorsed by the Billiard
Congress of America



Chalk Up, Dude!



For more information about Mindscape's
Championship Pool game, call 1-800-224-3098.



To order or to buy, call
1-800-224-3098

It's The Best Rack In Town!

Finally, there's a video pool game that actually "feels" like real billiards. Billiard Congress of America Championship Pool uses multiple viewing angles and astounding zoom-in screens to recreate pool on your video screen.

Pit yourself against the computer or play up to eight players in 9 ball, 8 ball, straight pool and more - a total of 14 different pool games.

In the Championship Mode, you can even qualify for the World Championship Tournament.

Shoot with the best - Championship Pool from Mindscape. Real pool "feel" for your video game system. It's the break you've been waiting for!



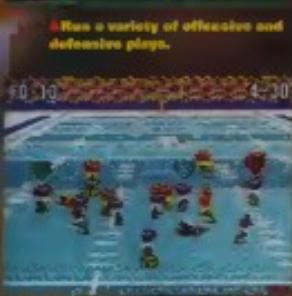
Prize Fighter

Sports fans and Sega CD owners are in for a new disc treat with the release of Prize Fighter, Sega Sports full motion video boxing simulation. There are two things that make this game one of the best for Sega CD. First, the boxing action is excellent-you won't believe the level of control that you have over your boxer and the screen response to controller input. Second, Ron Stein, the director of this feature (he also directed the boxing sequences in *Raging Bull* and the *Rocky* series), has created a first person world where you move through a movie style environment and then fight a series of four boxers on your way to claiming the championship belt. The level of difficulty is set high but you can customize your fighter (the Kid) by adjusting his left and right power points, as well as his stamina. There is also a training mode that gives you direction in how to attack your opponent. This training is available to you ONLY in the first round of each fight. The problem is that your first challenger, Honeyboy, has twice as many power points as the Kid. And, if you don't take full advantage of the clock in the first round and make every punch count, he will put your lights out in the second. The key to victory in *Prize Fighter* is making it through this first fight. You can then fight Honeyboy over and over to build up your power and stamina points-thus allowing you to fight Mega Joe, T. Rex and Duke "The Duke" (the champion). I have enjoyed playing this game more than any boxing game since the original *Punch Out*. The initial shipment immediately sold out around the country and Sega CD owners seem to have vaulted *Prize Fighter* into the number one slot. This is my idea of "Multimedia". - Taiko



THE ONLY THING WE LEFT OUT WAS THE COOLER OF GATORADE

THREE TEAM BUNDLES



SO REAL IT HURTS

Now you can enjoy ABC's Monday Night Football any night of the week. Our hard-hitting graphics and play-by-play sound bring every great and groan of the game to life. You get all 28 teams and a massive pre-designed playbook. Plus, with our incredible 'Power Play' feature, you can zoom in tight on the action and review it all in instant replay. Frank Gifford calls every down, so catch all the bone-crushing action on ABC's Monday Night Football anytime.

**DATA
EAST**

I keep waiting for Accolade to produce a 16-bit sports title that comes close to catching the spirit and quality of their PC product...I'm still waiting. *Pele Soccer* is pretty much typical of Accolade's efforts on the Genesis (the list includes Mike Ditka Football, Hardball and Hardball 3) in that there is obviously some effort expended on the initial design of the title but the execution comes up short. This is made all the more apparent by the surface similarities between *Pele* and *FIFA Soccer* from EA Sports. *Pele* makes use of a 3/4 perspective with detailed stadium graphics but that's where the similarity ends. Like their other titles, *Pele* suffers from a lack of color, a slow scrolling play field and the feeling that your players are mired in the mud. You want to keep pushing your controller but the on screen characters do not respond. In addition, the play mechanics are haphazard and controller response is slow. The game offers a full season's play and all of the World Cup teams but, like *Ditka* and *Hardball 3*, the game is just too repetitive and dull to keep you playing for 20 minutes, let alone an entire season. Another interesting item is that *Pele's* mug doesn't appear anywhere in the game...quite strange for a company who's slogan is "Games With Personality". I hope that, if Accolade really has a serious commitment to developing quality sports titles, that they can put it all together and produce a winning product. As it stands, *Pele Soccer* is just one of the many vying for shelf space this winter. — Taiko



SUPER GOAL!



Super Goal 2 is an excellent World Cup soccer simulation. The Mode 7 graphics are similar to Nintendo's Super Soccer, but with a raised perspective and the ability to pull back from the close-up view of corner kicks, etc. The game plays extremely well with a number of moves, like bicycle kicks, headers and different types of passes and shots, under your command. You can participate in a 20 team tournament and adjust formations and starters and your progress through the five division tournaments is saved via password. As good as this game is (with all apologies to Jaleco), I recommend it only to big time soccer fans and players. With almost every publisher delivering a soccer game on the SNES (to coincide with the World Cup), the player can afford to be choosy. Even with the quality of this game and the increased competition, owners of Super Soccer are not going to find that Super Goal 2 and the other new soccer titles are significantly different from that game. But, if you're new to the world of SNES sports and haven't yet added a soccer title to your library, check out Super Goal 2, it is definitely one of the better soccer titles for the system. - TALKO



CHAMPIONS

WORLD CLASS SOCCER



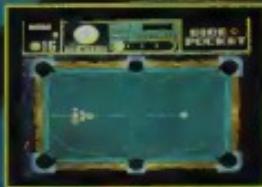
Somebody is going to have to call me and explain why **EVERYBODY** in this industry decided it would be a good idea to release a soccer game to coincide with the World Cup. One or two, sure. But seven or eight? I suppose it has something to do with the games being released in Europe as well, cuz' there ain't no way that all of these soccer games are going to sell in America. Me thinks that the sports publishers out there are in for a small lesson in Darwinian Economics. This brings us to Champions World Cup Soccer from Acclaim and Park Place. This game has all of the features that the others have; 5 division World Cup play, adjustable formations, etc.. And the game does make use of a unique feature in that there is an isometric map of the play field that can be viewed during action. This really helps you pick out the open wings and forwards as they break down field. Other than that, Champions is simply another soccer game with decent graphics and gameplay that is good but not great. I can't really say anything bad about the game but there isn't anything outstanding either. The one thing that does bug me is the delay between when you push the pass or shoot button and when you actually strike the ball. Park Place decided to include an extended animation for the swing of the player's leg that is a little frustrating when you are trying to move the ball up field and you are making quick decisions. Look at the pictures, look at the competition, rent it or consult your Ouija board-there's no clear cut answer with Champions...it's just another day at the World Cup. - Talko



YOU DON'T HAVE TO PLAY HERE



Racked And Ready.



A little 9 Ball or do you prefer
Straight Pocket Billiards.

Make This One.



Just one of 19 different Trick
Shots designed by the Masters.

The

Most Realistic
Billiards Game on
The Market.

Side
POCKET

NEED A LITTLE HELP ON THE TRICK SHOT?
Call the Data East Tipline

1-900-454-SHELP

95¢/min. (MPR) / 75¢ each additional min.

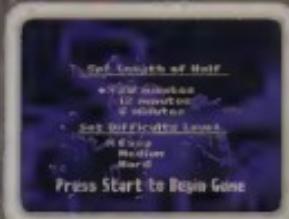
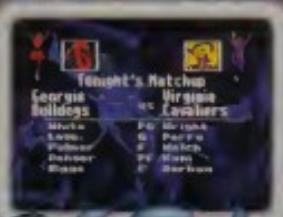


A Proven Winner on the Genesis since 1991.



SEGA GENESIS

HALL OF FAME



Basketball reached quite a stir when it well-first arrived in January and American magazines in late '91, HAL (Japan Visual Sculpture Software) had developed a unique pseudo-first person engine that was to bring basketball into our homes like never before. Nintendo, seeing the potential in the title, chose to exercise their option to pick-up the game and release it as a Nintendo product.

Unfortunatly, NCAA basketball (which, interestingly enough, featured "faked" NBA teams instead of college squads and is now somewhat of a collector's item) was to be HAL's last project, as financial problems shut the development house down. Nintendo decided to delay the American release of the game so that they could add the sensor and statistics and break with the gameplay. The end result was one of the most playable basketball games on any system and a game that, to this day, is second only to Tecmo Super NBA Basketball in terms of fun and playability. The first person perspective is what really made the game go and the ability to determine which of the five dunks you would do (vs. the computer choosing based on floor location) is still unique. What makes NCAA Basketball of continuing interest is sports players almost two years after its initial release is the fact that, unlike most 3D games where technology controls first and gameplay is a distant second, this game plays very well. The passing mechanism, in particular, is excellent and shooting and blocking are as good as in any other basketball title. If you are a new SNES owner and haven't taken a look at NCAA, check it out...the unique perspective and good gameplay should keep you involved for some time. - Talkin'



Play in Progress

New titles from EA Sports and Microprose...



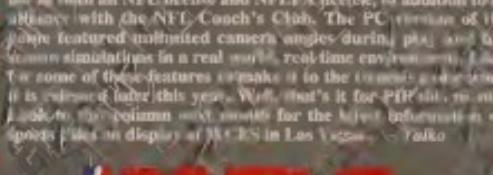
Play in Progress focuses this month on two new title releases this spring from EA Sports and a great looking football game from Microprose that is scheduled for release later this year.

First up for EA is Mario Andretti Racing on the Genesis. This game is based on EA's PC title of the same name and will include three different types of racing: Sprint car, Stock car and Indy car. Andretti Racing will also feature 15 different tracks based on real-track topography and will allow you to design your own cars. Additionally, the title will feature 90 songs, two player-action and ten views, on-line and behind car.

Mario Andretti Racing is scheduled for a March release. Next up is NBA Showdown '94 by the classic. This 16 meg title promises to deliver the full complement of NBA action. It features a new game perspective that allows for better viewing of passing lanes and less court congestion, and offers full season play with complete team and league statistics and the ability to create your own dream team. You can also create your own 8 team tournaments and 4 Way Play is fully supported. Look for NBA Showdown to appear on retail shelves in March. Lastly,

Microprose is preparing a Genesis version of their great PC football simulation, Coach's Club Football. This game makes use of both an NFL license and NFLPA license, in addition to its alliance with the NFL Coach's Club. The PC version of the game featured unlimited camera angles during play and full season simulations in a real world, real-time environment. Look

for some of these features to make it to the console version if it is released later this year. Well, that's it for PDP this month. Please, the column next month for the latest information on sports titles on display at CES in Las Vegas. - Yolko





DINO DUDES

OK, I'll admit a puzzle game isn't my first choice for my new 64 bit system, but if a good one is there, I'll take it, and I would have to say that with these graphics, along with a cool soundtrack and days or weeks worth of levels this is the best one.

Imagine if you actually preferred this type of game, you'd be in heaven. Dino Dudes is as addicting and fun as puzzle games get. You start off the game as the lowly Caveman, with no fire, no rope, no spear, and no wheel. You're just a bunch of stupid hairy guys. The goal is, to discover all of the above in an effort, to complete tasks like saving fellow cave dwellers or pets, slaying man eating dinos and moving your tribe forward as it grows.

There are 58 levels in all and after two days I am just in the 30's. Dino Dudes is both fun and addictive, features smooth parallax scrolling and has



great graphics. The little Dino Dudes are animated well and have lots of personality and the backgrounds are nothing short of spectacular. We made an RGB cable for our Jag and it made all the difference in the world. Besides riding the wheel, the coolest thing about the Dino Dudes is the Witch Doctors. Once you position a human sacrifice beside him and choose what item you want him to make, the Witch Doctor begins to chant and roasts the unlucky fellow. This is followed by the sound of thunder and he finally reveals the required item. Getting eaten by a man eater is also fun to watch but I don't recommend it. You use spears to kill vault and kill dinos, fire to burn obstacles, ropes to raise and lower tribesmen and the wheel to scoot quickly over charms, (but try not to run over your friends toes, it looks painful). This is a tight and well programmed all around package. Everything from the password screen to the options and control screen to the game over screen are highly detailed and there are quite a few good tunes to listen to. Although this is a great puzzler, what we are all waiting for are Alien Vs Predator, Checkered Flag II, Tiny Toons, Tempest 2000, Club Drive and Kasumi Ninja. I'm leaving for the CES tomorrow (it's January 2nd) and they should all be there so turn the page and see what I thought. In the meantime, whether you're into puzzle games or not, if you have a Jag I recommend picking up Dino Dudes. It's a great way to pass the time while you're waiting for that next big game.

- E. Storm



ATARI JAGUAR

SHOWSHOW

ATARI THIRD-PARTY SUPPORT

Anc Software
Argonaut
ATD
ASG
Activation
Accolade
Beyond Games
Blizzard
Dimension
Technologies
DTMC
Epic Megatech
Euro-Soft
Grenith Graphics
High Voltage ID
Software
Interplay
Krisdale
LCD Inc.
Lerice S.A.
Maxis Software
Microprose Inc.
Microprose Ltd. (UK)
Micros
MidNite Software
Millennium



AND REBELLION SOFTWARE



The Atari Jaguar console is here, and it's here to stay. Although critics like GamePro and IGN seem to be having trouble getting behind the console, most experts are excited because it's the first new console since the original Nintendo. I heard about many other new consoles before jumping into the Jaguar because I was skeptical that the system will have many supporters. The majority of fans claimed just basic adoption. They are about 70% right. The marketing we had with Super Diamond, which is a great way of advertising, can now bring them around. Take visiting the local game store and getting the head of the store. If you find any doubts, calm them down. This is the new Atari. I think the critics are wrong....



KASUMI NINJA ATARI





TAKE A SPIN ON THE RIDE
OF YOUR LIFE!

GPI

MOTORCYCLE WORLD CHALLENGE



2-PLAYER
SIMULTANEOUS SPLIT
SCREEN RACING!



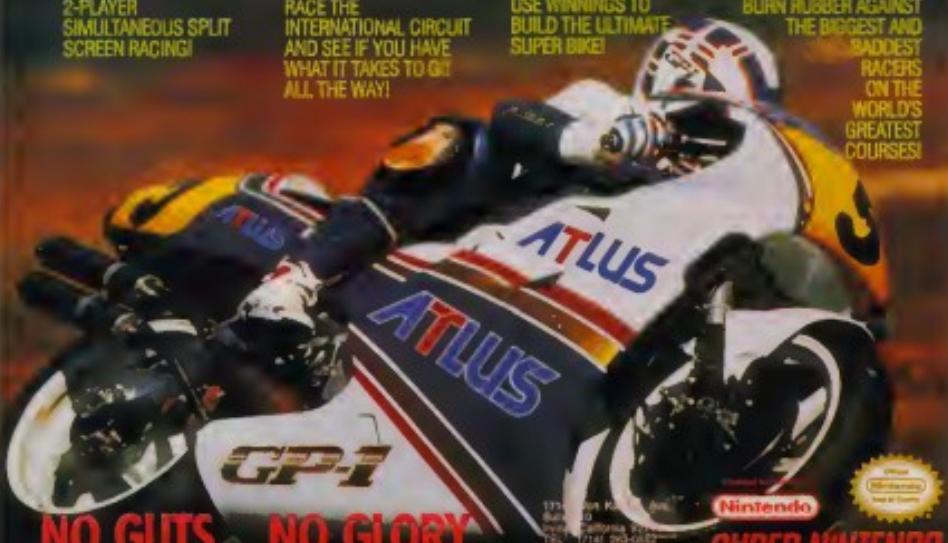
RACE THE
INTERNATIONAL CIRCUIT
AND SEE IF YOU HAVE
WHAT IT TAKES TO GET
ALL THE WAY!



USE WinnINGS TO
BUILD THE ULTIMATE
SUPER BIKE!



BURN RUBBER AGAINST
THE BIGGEST AND
BADDEST
RACERS
(ON THE
WORLD'S
GREATEST
COURSES!)



NO GUTS... NO GLORY...

1375 Alton K. Rd.
Suite 200
Santa Clara,
CA 95051
TEL: 408 265-1244
FAX: 0140 757-1244

Nintendo



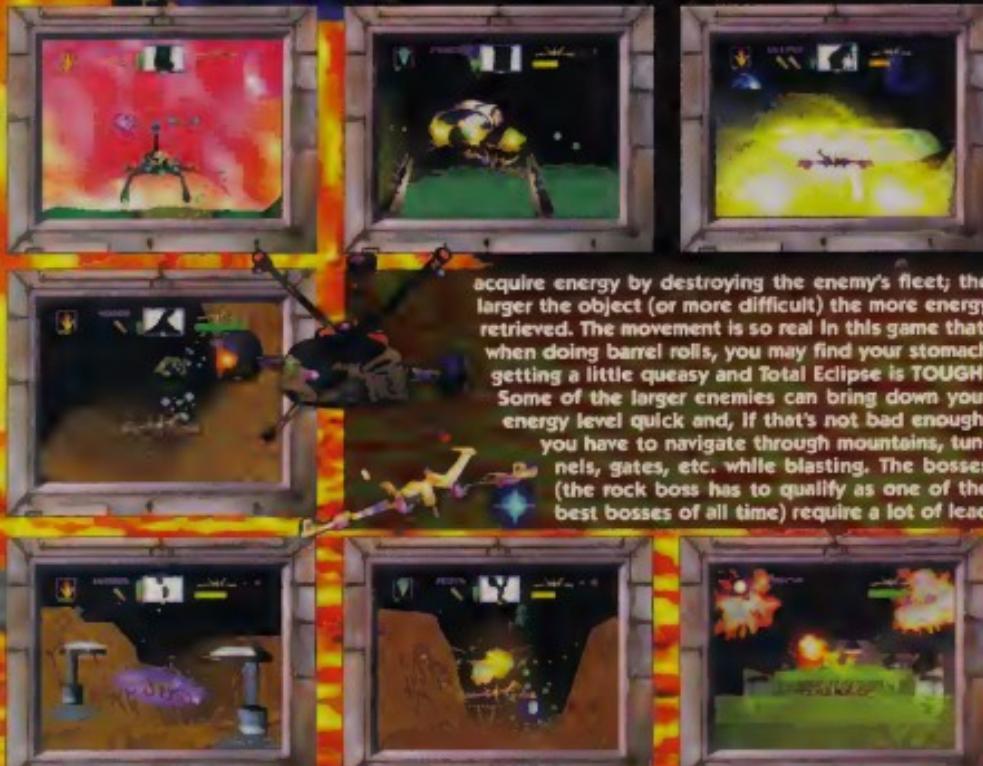
SUPER NINTENDO
Entertainment System

The game © 1990 Atlus Software Inc. Atlus is a registered trademark of Atlus Software, Inc. Super Nintendo Entertainment System™, Super Mario™, and the Official Mario™ are trademarks of Nintendo of America.

3

TOTAL ECLIPSE

Total Eclipse is total addiction! There has NEVER been a shooter like this; 20 levels of interplanetary destruction and mayhem fought over planet surfaces and in tunnels that create a 3D world unlike any you've ever experienced! And, if the 3D environment, light source shading, great music and incredible enemies and bosses weren't enough, Crystal Dynamics, as they did with Crash and Burn, have created an excellent, well thought out game with superb play mechanics. The key to survival in TE is maintaining your energy level. The best way to do this is by shooting the land based energy pods and the blimps that float in space. You can also



acquire energy by destroying the enemy's fleet; the larger the object (or more difficult) the more energy retrieved. The movement is so real in this game that, when doing barrel rolls, you may find your stomach getting a little queasy and Total Eclipse is TOUGH! Some of the larger enemies can bring down your energy level quick and, if that's not bad enough, you have to navigate through mountains, tunnels, gates, etc. while blasting. The bosses (the rock boss has to qualify as one of the best bosses of all time) require a lot of lead



to make them burn and a lot of time and patience on your part. I could go on and on about how phenomenal Total Eclipse truly is. But suffice it to say that the quality of this game and the technology it displays are so far beyond what any other game system has been able to show to date that comparisons are not viable.

Total Eclipse has set a next generation standard on 3DO that all future game systems and software designers will have to compete against. - Talko





**Bane of
Monster
Manor**

It's amazing. One month ago, E. Stom and I were talking about the future of 3DO and complaining about the lack of software for the system (Putt Putt Goes to Disney Land is NOT software). It got to a point where we were both considering baving our systems retooled and turning them into electronic drink holders. What a difference a few weeks makes! First Madden 3DO, then the awesome Total Eclipse and now, courtesy of Electronic Arts and the 3DO Company, comes Escape From Monster Manor. All of the industry insiders who were beginning to doubt the power of 3DO will have to rethink their position as Monster Manor is a game playing and technological dream. The game was developed

by RJ Mical and his team at 3DO. RJ is best known in the industry for being one of the developers of the Amiga and the developer and co-creator of the Lynx for Epyx. His talents in 3D hardware and software are well known inside the world of gaming. He and his team have created a first person Action/Adventure game, along the lines of Castle Wolfenstein 3D, that puts you in a real time, virtual world like no other! Monster Manor is 12 levels of ghoulish, nighmarish hell that makes you feel like you are trying to escape the Haunted Mansion in Disneyland. The story sets





you up as the latest in a team of adventurers that have been trying to restore the shaitened Talisman, put an end to the monsters' reign and escape the manor alive. The brave souls that attempted this feat before you have apparently been separated from their minds and bodies and it's going to take all of the instinct, patience, intelligence and shooting skills that you posses to make it through this game. In fact, Monster Manor is so huge and the levels are sooo big that you will find yourself, at times, wandering over an area that looks like it's roughly the size of a small third world nation. In addition to the size of the game, the enemies are extremely intelligent. You will

die more than a few times on level three, trying to escape from the morphing face that blows a deadly gau your way. When he sees you, he will come gunning for you and relentlessly chase you through the level. The music, blood curdling screams and eerie sound effects are terrific and complement the outstanding texture

mapped graphics of the manor. Between the two, they will have you completely engrossed in this addictive adventure. One tip I can offer you is to use your map constantly and to locate rooms where you have a storehouse of gun energy and health. These will come in handy when you are trying to open up the level exit and you've pumped everything you have into the baddies that are protecting that exit-make a run for the goddam, reload and attack again. I can't say enough good things about Monster Manor and about how excited I am about 3DO. 1994 is going to be a great year for the system and a great year for this game reviewer. I have been waiting since I was 16 to play games like Monster Manor and, now, the time has finally arrived—gazing heaven! - Tolko





NIGHT TRAP



and young adult males, choose to create an "adult", Dracula style game in which your goal was to protect the teenage girls inside from having their blood sucked out by the "Augers". Pretty much standard, "B" movie horror stuff, right? Wrong! Although there is absolutely nothing in this game that you can't see in syndication every day of the week, Nintendo and the Board Housewives of America teamed up to take Sega to task. The punch line is that Nintendo, ever the king of hypocrisy, lets the feeble minded congressmen involved in this hearing know what good guys they are for removing the blood and death moves from Mortal Kombat (strange, nobody seems to have a problem with the fact that, blood or no, the essence of the game is that you are there to beat the crap out of the other guy. Now, of the two, which do you think is more likely to happen to your 12 year old son, getting the tar beat out of him or having his spine ripped out?). And Toys R Us immediately lets the media know that they are taking Night Trap off of their shelves...the national media laps this up. Great move guys, the game is two years old and nobody's buying it...how about putting Mortal Kombat off of the shelves? What? Oh, I see...sales are too strong...so much for moral virtual! Amid all of this political posturing and misinformation, Virgin and Digital Pictures have released the game for 300 \$nd. In the process have focused our attention

on the real issue...it's not a very good game. Although the video and sound is superior to the Sega CD original, you can't get away from the fact that this game requires only that you continue to trudge through it, dying and restarting, until you, eventually, waste the Augers, save the girls and dispose of the dysfunctional, Dracula-type family. In reality, it's pretty boring, repetitive stuff and certainly not as graphic or controversial as everyone involved in this melodrama would have you believe. In the end, Night Trap is a so-so game that has received a lot more attention than it deserves.

- Telko



DRAGON'S LAIR

3DO owners are expecting that part of what their \$700 machine will deliver is incredible translations of arcade games. Although arcade games on 3DO are strictly AWOL at this time, Readysoft has just released the 3DO version of Dragon's Lair, the venerable arcade/laser disc Mega-hit. I've got to give it to you straight folks-Dirk's great adventure is not identical to the arcade. There are some missing levels (the falling discs being the most noticeable), the music/animation sync, is off in places, the video is a little rough and the color is a bit faded. There is also missing animation from the demo, and quick fades that, from time to time, interrupt the flow of the game. In spite of these shortcomings which, most assuredly, would have been avoided by simply putting the game on 2 discs instead of the one packaged, Dragon's Lair is as addictive as it was in the arcade and, even after 10 years, is fresh, amusing and can still wow your friends with its technology and animation.

One word of warning, if you're an experienced DL player, it will not take you too long to beat the game. You are given 5 lives to get through a sequence of animations and the game also gives you unlimited continues. But, DL is one game that stands up to repeat playing and, because of the number of scenes, the random sequencing of the game and the different movements required, it is difficult to memorize the entire game. If you beat it and come back to it a month later, it will be like experiencing the game anew. Dragon's Lair is an excellent 3DO game and software starved owners now have another quality title to add to their libraries...enjoy! - TALKO



SEE THE SHOW!

Most of the news on 3DO at WCES centered around the reportedly sluggish sales of the system during the holiday season. Obviously, this is directly related to the lack of entertainment software. Help is on the way, however, as Monster Manor and Total Eclipse have shipped as of this writing and a half dozen titles are waiting in the wings (including the much anticipated John Madden Football). Trip Hawkins addressed the industry in his "State of 3DO Address" and compared 3DO sales favorably to first year sales of Compact Disc and VCR players. The most exciting titles at the show (other than those that have been covered previously in our 3DO section) were: Crystal Dynamics' Orion Off Road and And The Horde, EA's Road Rash and Shock Wave, Spectrum Holobyte's Star Trek, The Next Generation and Panasonic's ST&E Soft's True Golf Classics, Pebble Beach. Although there weren't as many new titles as we had anticipated, it seems that the long term prospects for 3DO's success are good. With 4 manufacturers and a retail price under \$500 predicted by the end of the year, 3DO looks to be heading into a strong 1994. «Talke



SOFTWARE TOOLWORKS

Mega Race (First Quarter '94)
Orion Tales (Second Quarter)



SPECTRUM HOLOBYTE

Star Trek The Next Generation (March/April)
A World For All Seasons (TBA)



CRYSTAL DYNAMICS

Orion Off Road (May/June)
Star Control II (April/May)
The Horde (March)
Pebble Beach (April/May)
Way of the Warlord (April/May)



ELECTRONIC ARTS

Pga Tour Golf (March/April)
Road Rash (March/April)
Shock Wave (May)
Theme Park (May)
Twisted (February?)



VIRGIN

Demolition Men (Summer)



ORIGIN

Super Wing Commander



AMERICAN LASER GAMES

Who Shot Johnny Rock? (February/March)



TETRAGON

Gridders (Summer '94)



ReadySoft Incorporated & Epicenter Interactive Present:

DRAGON'S LAIR



This Knight's having a bad day...

Daphne's missing, the Mud Men trashed your armor, the Shape Shifter's in your face, the Lizard King's a jerk and the dragon's all over you!

Now you're in control of Dirk the Daring, armed with a sword and an attitude. Slash your way through the castle of the dark wizard and rescue Princess Daphne from the clutches of Singe the Evil Dragon!

Awesome animation, explosive sound... it's all here directly from laser disc to Sega CD!

Lead on brave adventurer... your quest awaits.



ReadySoft Incorporated
30 Wernham Court Suite 2
Richmond Hill, Ontario, Canada L4B 1B9
Tel: (905) 731-4775, Fax: (905) 784-8867

SEGA
Sega is a registered trademark of Sega Enterprises Ltd.
Sega CD is a trademark of Sega Enterprises Ltd.



©1993 by Sega Enterprises Ltd. for play on the Sega CD™ system.
Sega and Sega CD are trademarks of Sega Enterprises Ltd. ALL RIGHTS RESERVED.
"Dragon's Lair" is a registered trademark of West Group, Ltd. —1993 and is used under exclusive license from Epicenter Interactive, Inc.
Programming ©1993 by ReadySoft Incorporated

HANDS ON PORTABLES



The Battletoads have come full circle. First, they appeared on 8-bit in the last great NES action game. Then, came Battlemaniacs for the SNES and Battletoads for the Genesis. Now, 5 after the original, they're back on 8-bit, except this time you can take them anywhere. Battletoads is once again a great game, with some of the best GG graphics to date. But, Battletoads is also, once again, very, very, hard to beat. Why must this game always have a limited number of continues? This is now an old game, we've all seen every level. So why not let us play it through just once with unlimited continues? Being that the GG is aimed at the more casual gamer on the go, or those of us who like to kick it on the plane or in the car, you would think they would want to make this version a bit easier, but instead it is next to impossible. Difficulty aside, this is a great GG game, in fact if it had unlimited continues it would be on the top five all time GG list. Instead, this great GG game will most likely only be enjoyed by the expert gamer on somebody with a whole lot of time on his hands (like life in prison). - E. Stom



QUARTER



Shang Tsung's Transformations

Baekko: 2 x Down, Low Kick

Cage: 2 x Back, Down, L Punch

Jax: Down, Forward, Back, H Kick

Kitana: 3 x Block (Quick)

Kung Lao: Back, Down, Back, H Kick

Liu Kang: Back, 2x Forward, Block

Mileena: Hold High Punch (3 secs.) then release

Raiden: Down, Back, Forward, Low Kick

Reptile: Hold Back, Up Down, H Punch

Scorpion: Hold Block, 2 x Up

Sub-Zero: Forward, Down, Forward, H Punch

CRUNCHERS

MORTAL KOMBAT II

One of the hottest games to hit the arcades in years has arrived. Mortal Kombat II is here and boy are the quarters flyin'. Rocketing instantly to the top of the coin-op charts, MK2 success has raised the eyebrows of many of Midway's competitors. What makes this game so much more successful than ours? Is it the killer Digital Compression sound system? Is it the fantastic, rich graphics? Is it the

shoes? No Mr. demographics man-in your neugahyde chair, its the hidden secrets that are making all us gamers drool. It is said that there are enemy-hidden secrets in MK2, it would take you a year to find them all.....we'll see about that. Since its the Fatalities, Babalou and the Friendship Fatalities that are stuck on the minds of MK2 fans everywhere, we will focus on those for right now. -KLEE



DO WINS
DEATH

16 WINS

DO WINS
DEATH



DO WINS

15 WINS



Jax's Moves & Fatalities
Memory Check: High Punch (Close) - stuns opponent
Earthquake Punch: Hold Low Kick [4 sec.] then release
Gotcha Grab: 2 x forward, Low Punch (repeat Low Punch for 5 hits)
Quadruple Slam: Throw enemy then press High Punch repeatedly
Energy Wave: Quarter-Circle Away, High Kick
Mid-Air Back Breaker: Block
Fatality 1 (Head Smash): Hold Low Punch, 3 x Forward, release Low Punch

Sub-Zero's Moves & Fatalities

Ice Ball: Quarter-Circle Towards, Low Punch
Ground Freeze: Quarter-Circle Away, Low Kick
Slide: Punch Back, Low Punch, Block, Low Kick
Fatality 1 (The Shattering): From 3" away, 2 x Forward, Down, High Kick, then right next to opponent, Forward, Down, 2 x Forward, High Punch.



AFTER INJURING SUB-ZERO, BARAKA'S RISE OF MURKINESS FROM THE MUSCLEMAN AND DEATH AGONY MIGHT IS LAPS OF HORROR AWAY. THEY SOONLYLY WIN AND THE RETURNED CAPTAIN OF THE HALL OF KILL.

Spaari: 2 x Back, Low Punch
Teleport Punch: Quarter-Circle Away, High Punch. (Air Move)
Leg Grab: Quarter-Circle Away, Low Kick
Air Throw: Block
Fatality 1 (Blutman Torch): 3" away, Hold Block, 2 x Up, High Punch

Baraka's Moves & Fatalities

Double Kick: High Kick, 2 x punch (cancel)
Blade Swipe: Back and High Punch
Blade Bolt: Quarter-Circle Away, High Punch
Cleaver Chop: 2 x Back, Low Punch
Fatality 1 (Decapitation): Hold Block, 3 x Back, High Punch
Fatality 2 (Impalement): Back, Forward, Down, Forward, Low Punch



KNOWN FOR HIS IMPRACTICABLE ACTIONS AND VILE STYLES OF BRAWL, BARAKA PLES HE A SERVANT.

AFTER INJURING THE GARTH WHICH IS HIS ATTAKLE SWING TIME, JETEED AND FINALLY SHAM NAME HIMSELF.

Dragon Fireball: 2 x Forward, High Punch (air move)
Low Dragon Fireball: 2 x Forward, Low Punch
Flying Kick: 2 x Forward, High Kick
Sickle Kick: Hold Low Kick [4 sec.] then release
Fatality 1 (Dragon Bite): Down, Forward, 2 x Back, High Kick
Fatality 2 (Cartwheel-Lowercut): Hold Block, spin 360度



Raiden's Moves & Fatalities

Torpedo: 2 x Block, Forward (air move)
Lightning Bolt: Quarter-Circle Towards, Low Punch
Teleport: Down, Up (quickly)

Electric Brain: Hold High Punch (4 sec.) then release [closed]
Pit & Ceiling Fatality: Hold Block, 2 x Up, High Punch

Kitana's Moves & Fatalities

Fan Swipe: Back and High Punch
Fan Throw: 2 x Forward, High Punch and Low Punch (can be done in the air)
Fan Lift: 3x Back, High Punch
Flying Punch: Quarter Circle Away, High Punch

Fatality 1: Decapitation: 3 x Block, High Kick
Fatality 2: (Kiss of Death): Hold Low Kick, 2 x Forward, Down, Forward than release
Fatality 3: 3 x Down, Low Kick [closed]

Reptile's Moves & Fatalities

Venom Split: 2 x Forward, High Punch
Force Bolt: 2 Back, High Punch and Low Punch
Slider: Back and Low Punch, Block, Low Kick

Invisibility: Hold Block, 2 x Up, Down, High Punch
Fatality 1: (Blind Snack): 4" away, 2 x Back, Down, Low Punch

Kung Lao's Moves & Fatalities

Hot Throw: Back, Forward, Low Punch (guide hot up or down)
Flying Kick: Jump, Pull Down and High Kick
Teleport: Down, Up (Quickly) (can attack during teleport)
Energy Shield: Hold Block, 2 x Up, Low Kick (tap low kick to continue)

Fatality 1: Splitting Headache: 1" away Hold Block, 3 x Forward, Low Kick
Pit & Ceiling Fatality: 3 x Forward, High Punch
Fatality 2: 2 x Back, 2 x Forward, High Kick (5" away)

Mileena's Moves & Fatalities

Sai Throw: Hold High Punch (1 sec.) then release
Bell Attack: 2 x Back, Down, High Kick
Drop Kick: 2 x Forward, Low Kick

Fatality 1: (Sai Cutter): Forward, Back, Forward, Low Kick
Fatality 2: (Cannibal Kick): 2 x Forward, High Kick

Johnny Cage's Moves & Fatalities

Field Goal Kick: Forward and High Kick [closed]
Bell Breaker: Down and Low Punch, Block
Low Green Bolt: Quarter Circle Towards, Low Punch
High Green Bolt: Quarter Circle Away, High Punch

Shadow UpperCut: Back, Down, Back, High Punch
Shadow Kick: Back, Back, Forward, Low Kick
Fatality 1: (Terror Toss): 2 x Down, 2 x Forward, Low Punch
Fatality 2: (Head Launch): 2 x Forward, Down, Up (Quickly)

Shang Tsung's Moves & Fatalities

Flaming Shurikens 1: 2 x Back, High Punch
Flaming Shurikens 2: 2 x Back, Forward, High Punch
Flaming Shurikens 3: 2 x Back, 2 x Forward, High Punch
Fatality 1: (Soul Stealer): Hold Block, Up, Down, Up, Low Kick

Fatality 2: (Inner Experience): 1" away Hold High Kick (2 sec.) then release
Friendship: (5" away) Hold Block, Back, Back, Down, Back, High Kick

Basic Combos

Jax: Mammey Check-Gotcha Grab-Earthquake Punch
Cage: Backdoor Jump Kick-Shadow Kick
Kitana: Fan Lift-Punch-Fan Throw (In the air)
Kung Lao: Any Jump Kick-Flying Kick (Jail in the air)
Lu Kang: Jump Kick-Dragon Fireball (In the air)

Mileena: Backdoor Jump Kick-Bell Attack
Raiden: Jump Kick-Torpedo (In the air)
Reptile: Force Bolt-2 High Punch Jabs-Venom Split
Scorpion: Backdoor Jump Kick-Teleport Punch-Spear-UpperCut
Sub-Zero: Backdoor Jump Kick-Ground Freeze-UpperCut

REVISION #1

BAMARA: Fatality: (5" away) hold block, 3x Forward, high kick
CASE: Fatality: (6" away) hold block, 3x back, high kick
KITANA: Pit & Ceiling Fatality: forward, down, forward, high kick
Friendship: (1" away) hold block, 2x down, up, low kick
MILEENA: Pit & Ceiling Fatality: forward, down, forward, low kick
Raiden: Fatality: (2" away) hold block, 3x down, high kick
Friendship: (6" away) hold block, 3x down, up, high kick
RAIDEN: Fatality: (2" away) hold low kick, release, tap block + low kick.

REPTILE: Friendship: (6" away) hold block, 2x back, down, low kick
SCORPION: Fatality: (2" away) hold high punch, forward, down, 4x forward, release high punch
Friendship: (6" away) hold block, 2x back, down, high kick
SUB-ZERO: Friendship: (6" away) 2x back, down, low kick+high kick
SHANG TSUNG: Fatality: (6" away) hold block, 2x back, forward, down, high kick
KILLER: Fatality: (6" away) hold block, 2x back, forward, down, high kick

REVISION #2

CAGE: Fatality Bonus (multiple heads): 2x forward, down, up (quickly) then hold Down, low kick, block, and low punch
Pit & ceiling Fatality: 3x down, high kick
LU KANG: Fatality: 2x down, forward, block, low kick
Friendship: 2x forward, 3x back, low kick
RAIDEN: Fatality: update: hold low kick! 3 sec release close

to opponent then tap block and low kick quickly
SCORPION: Fatality bonus (long distance toast): everywhere, hold block 2x down, 2x up, high punch
SUB-ZERO: Friendship update: 2x back, down, high kick (only)

These moves and fatalities are the most up to date we could find and are current as of January 1994. As you may have already known, these lists are far from complete, for there are many more MK2 secrets that are yet to be discovered. Look for these lists to be updated in future issues of Game Fan - KLEE



MARTIAL CHAMPION

If there's one third party developer for the PC Engine that's full of pleasant surprises it's Konami. One of the more recent surprises would have to be Dracula X, a now legendary game that literally seemed to come from nowhere.

Konami's latest Super CD game is a home translation of their popular coin-op one on one fighting game, Martial Champion, and because of its release so soon after its introduction in the arcades, we at Game Fan are again surprised. One of the things I first noticed in Martial Champion were the colorful graphics. It seems as though Konami has backed themselves into a corner by making benchmark graphics in Dracula X, so now great graphics are expected from all their releases, Martial Champion included...they do not disappoint. Although the graphics are (as expected) not as impressive as the arcade version of MC, all of the characters are well drawn and smoothly animated and the background locations also have

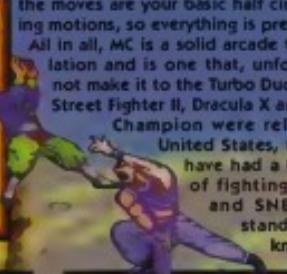


sharp, colorful graphics. Konami is known for their great music, and again they do not disappoint. All the cool tunes and most of digitized voices from the arcade have been transferred to the PC Engine version, so Konami's enviable track record is still intact. There are three different fighting modes in Martial Champion; Tournament mode- where one player can fight a computer opponent or another player can join in at anytime, VS mode- this one is a 2 player mode only, and Group Match-in this mode, two players pick 5 characters to be on their team (one is controlled by the player and the other 4 are computer controlled) the two teams then do battle against one

another to see which team is number one. All the moves are your basic half circle and charging motions, so everything is pretty instinctive.

All in all, MC is a solid arcade to home translation and is one that, unfortunately, will not make it to the Turbo Duo. If games like Street Fighter II, Dracula X and now Martial Champion were released in the United States, the Duo might

have had a better chance of fighting the Genesis and SNES, but as it stands, we'll never know. - K.LEE



FM TOWNS **MARTY**

Marty is a powerful ally with the brains it takes to make "smart television" a reality. With Marty, you can experience a marvelous dimension in intelligent, interactive television performance.



SATURDAY NIGHT

SLAM MASTERS

Capcom's smash hit arcade wrestling game Muscle Bomber (also known as Saturday Night Slam Masters) has been released for the FM Towns-MARTY, and it has definitely landed with a significant impact. Since Capcom is not known for their wrestling games, Saturday Night Slam Masters came as a surprise to arcade gamers worldwide, so it is only fitting that its subsequent release on the FM Towns-MARTY was even more unexpected and without much fanfare. Despite that, Slam Masters was one of the more successful coin-op games of 1993, rocketing instantly into the monthly top 10 lists as far as earnings were concerned. After playing the arcade game, I came to the quick conclusion that Slam Masters was the best wrestling game I had ever seen, but I also realized that if a decent home console version was to be, then some excellent programming (and programmers) would be necessary. Turn the



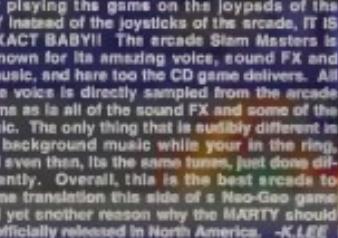


MARTY on, pop in the CD, play the game for a few minutes and what did I get? Blown away, that's what I got. I never thought that the programmers at Capcom could do such a near perfect translation of the arcade game on a home system, but they succeeded. If you want to talk graphics, then take a quick peek at these screen shots on these two pages.....what was that I heard you say?.....not bad?.....yeah, I thought so.....not only are the graphics perfect, but the animation also duplicates the original.

As far as gameplay is concerned, I tell you, I have played the coin-op version extensively and

except for playing the game on the joysticks of the MARTY instead of the joysticks of the

EXACT BABY!! The arcade Slam Masters is known for its amazing voice, sound FX and music, and here too the CD game delivers. All the voice is directly sampled from the arcade game as is all of the sound FX and some of the music. The only thing that is audibly different is the background music while your in the ring, and even then, its the same tunes, just done differently. Overall, this is the best arcade to home translation this side of a Neo-Geo game and yet another reason why the MARTY should be officially released in North America. -K.LEE



SPECIAL K's

JAPAN NOW!



Japan News Network

Wow! Finally, our biggest event, the Winter CES, is over. Thank you very much to all of you who stopped me at the show and congratulated me on Japan Now. I've had so many meetings with people from Japan. I couldn't check out everything at the show but, here's my info. from the WCES. First of all, our favorite software development house, [Tecmo](#), is making 3 games for this year. The first one that will come out is a side scroll action game and the second one is an Action RPG. The last one will be another side scroll action game like Gunstar Heroes. We hope we'll get more info. on these new games for the next issue. I guarantee I'll get you at least one screen shot.

Sega's [Saturn](#) is official. Here's pretty much the final spec's. of Saturn. There have been some minor changes and it is definitely a cart/CD combo. Even though Sega didn't officially announce the 32-bit Saturn for the American market, it seems like we'll be getting a lot more information from Japan next month.

System Specs:

Basic Format:	CD-ROM and ROM Cartridge combined
CPU:	"Main" SH2 (Mitsubishi's 32 bit RISC chip / 50MHz) x 2.
OS/P:	"Sound" 88EC000 (Yamaha)
Memory:	24bit DSP built in.
Work RAM:	16Meg
Video RAM:	12Meg
Sound RAM:	4MB
CD Buffer RAM:	4MB
IPL ROM:	4MB
Graphics:	16,777,216 colors Palettes: 2,048 / 1,024 colors Polygons: 900,000 polygons / sec. Effects: Flat Shading, Gouraud Shading, and Texture

Mappings:

Sprites:	Scaling, Rotation, and Changeable Sprites
Block Ground Scroll:	5 screen mix.
4 screens of XY scroll	
4 screens of side line scroll	
4 / 2 screens of vertical cell scroll	
2 screens of rotation	
2 screens of scaling	
2 screens of windows	

Sound:

PCM sound chip (32 ch)
FM sound chip (8 ch)

Est. Retail Price: Less than \$60.00 yen (\$500)

Options: MPEC

Saturn is the name of 6th planet in the solar system. Which means this system is the 6th Sega machine since SG-1000. Since Jupiter is the 5th planet, the MD or MCD should be the Jupiter, but we found out that Sega is planning to release a cheaper edition of the Saturn and it will be called [Saturn Jr.](#). The difference between Saturn and Jupiter is that Jupiter will be cartridge based only and will have the same CPU that Saturn has, but one only. This machine will have the same sound chip too. I don't know about the price yet but it sounds like the Jupiter will be a really affordable 32-bit system. Release date for these systems is December 1994. The biggest moon of Saturn is Titan, so if Sega ever thinks about releasing another machine, I guess they would call it [Titan II](#).

The CD drive will be double speed. It is slower than what they announced before but, since this system has its own CD-RDM processor, it will be as fast as 4x speed drive. Sega is still thinking about a re-writeable CD. We haven't heard about the actual games yet but some companies have started developing games for the system already. The games I talked about in January were up on the big Sega TV wall at the CES though... pretty good, huh? One last thing on the Saturn system. It is so sad that, most likely, Japanese hardware and American Hardware will not be compatible. Sega recently started putting an ID checking system into the Genesis and Mega Drive. Now, they have decided that they will be putting this ID check into all new consoles released under the Sega label. Since a lot of companies have been releasing adapters for playing MD on Genesis and visa-versa, you probably shouldn't worry.

Sony's [PSX](#) was quiet at the show. There was an actual demo shown to 3rd parties and developers only at the Aksys Park Hotel. I haven't had a chance to see it yet but Ridge Racer (Namco) will be the first game. So far, announced 3rd parties for this system are Namco, Capcom, and Konami. I think, for Capcom, the first game will be SSF2 end, for Konami, a Grendis type of shooter. They haven't announced any titles yet but that's what I think. I've also heard Bandai will be making games for the PS-X. Bandai is popular as the maker of Dragon Ball Z and other Japanese animation games. As far as I know, most of the 3rd parties are willing to develop games for this system, except Enix and Square. There are a lot of other company's making RPGs, but I personally would love to see their RPG series(es) on the PS-X.

You may read about Nintendo's Project Reality in the Other Stuff section so I won't mention too much in this section. Mr. Yamauchi, the president of Nintendo of Japan, thinks that the cost of the RAM chip will be reduced by next year. That means 32 Meg cartridge games will be the same cost as regular 16 Meg cartridges. So, by the time Nintendo's 64-bit system comes out, 64 Meg or more cartridges will cost the same as a 16 Meg cartridge does now. Just Imagine... [100-Meg Super Nintendo](#) on this system. I would freak out. At the show, I over heard that Mr. Miyamoto is programming [Mario Kart](#) and [Zelda](#) for this system and most likely Mario will be the pack in with the system.

NEC's [PX](#) has no news at all, except they have 10 titles ready to release at the same time the system comes out. I really find it hard to believe that NEC is actually competing with those other systems, but maybe there are some awesome things about this system which NEC is still hiding from us.

Special K's Last Minute Information:

Super SF2 Turbo is coming out in October in Japan, Europe, Asia, or USA. I have not seen it yet, but it seems like it is really fast and the game play (controls) is really close to the regular SF2 Turbo. And another game that has been function tested is Sega's [Dayzone](#). T.J., our International Editor, went to the biggest Sega arcade in the world, called Gigo, and they hooked it up to the huge, super definition TV and were showing it to everybody. The only thing he told me was that the steering wheel is really heavy compared to other driving games. Personally, I liked Namco's Ridge Racer, "Master's" next game will be called [Dynamite Headdy](#). The main character looks like a mook and can throw his head in 8 ways at once. It is a 3D shoot 'em up game.

Since we had to cut down this section to one page for this issue, I cannot have Top 10 Most Wanted Japan this month. I will be doing JNN Interview and Top 10 Most Wanted again starting next issue, so please keep in touch and I thank all of you who have been sending letters to me. See you next month.... Special K

BY
THE RIPPER

CHAOSS

Welcome back for more on the comings and goings of the European games industry. As you'll see, besides the regular gossip and news, this month I tracked down Software Creations, who have created some great games over the years, most notably the brilliant but spectacularly delayed isometric adventure, Equinox on the SNES (complete with amazing music). But, as far as the rest of the industry goes, things certainly don't stand still for long here. For a start, this month saw many of the top developers from the UK attend a secret development conference. The topic for discussion...Sony's new PS-X! Yes, despite the lethal non-disclosure agreements surrounding Sony's incredible new system, UK developers are now foaming at the mouth in anticipation of this huge leap in graphic performance. One developer reckoned that, from what he'd seen, the PS-X makes 3DO look like an Atari VCS! Expect to see one of the first games from developers Payasoia. Since acquiring the Liverpool-based company early last year for a cool \$30 million, Sony have let the scoundrels loose on its PS-X hardware. An awesome shoot 'em up, for late '94 perhaps? Let's hope it's better than Microcosm, eh?

And now we come to the Jaguar. What happened? 50,000 anxious British gamers pinned their hopes on getting their grimy mitts on the promised console a month before Christmas. A week before Christmas, there were more Jaguars being spotted on the Yorkshire moors than in the shops! In actual fact, the number of official machines that entered the UK before Christmas was in the hundreds rather than the thousands. Spare a thought for the long-suffering English games player, eh? Sometimes imports are the only way to keep up...

As for Jaguar development... well, you might be interested to learn that Microprose has also subscribed to the Atari vision. First titles are rumoured to be Jaguar versions of Geoff Crammond's Formula 1 Grand Prix and Stunt Car Racer - arguably the best racing games ever written. Either way, things are certainly looking up. Oh yeah, and Microprose are also developing a Mega Drive version of F1 GP. But how will it handle all those polygons, then? With the SVP, that's how. Yep, it may be expensive, alright, but Microprose reckon Sega's DSP chip is the only way to do justice to such graphically demanding games. But £80 a throw like Virtua Racing?... let's hope not, eh?

Across the water in France, some of the talented development team at Delphine in Paris (responsible for Another World and Flashback) broke away to work for the well-respected French company, Infogrames. The result? The stunning, but short-lived 3D action/adventure, Alone In The Dark on the PC. And it seems my Gallic chums there have been tempted by the stunning specs of the Atari Jaguar. First title to grace the feline is set to be, surprise, surprise, Alone In The Dark. Now, if only they could squeeze in the astonishing sequel onto the same cart... er, well, maybe not. Also, in the works at Infogrames are

the 3DO and Mega CD versions of Chaos Control - a Silghed-style shoot 'em up with some truly unbelievable graphics and exceptional music.

On the Super NES front, things aren't slacking either. Newcomers Hybrid are busy working on converting the seminal computer classics Elite and Virus over onto the 16 bit system. And with such polygon-intensive graphics, the biggest surprise has to be that they're not using the Super FX chip for either of the games! Both games are currently shrouded in secrecy but, according to an inside source, the programmers have managed to get Elite running at 25 frames per second and in Mode 6 (hi-res) too! Now that does sound impressive, even if the game is getting on a tad...

Look out for Bullfrog's fantastic Syndicate and Sensible Software's utterly splendid Cannon Fodder appearing on your SNES and Mega Drive this year. Both games will use the mouse and, take it from me, the shoot 'em up just doesn't get much more fun than this! Both are destined to become classics.

Finally, it looks like Project Reality just got a whole lot more interesting. Rumours suggest that the Big N has contracted UK developers Argonaut (of Super FX fame) to develop sophisticated, 32-bit graphics hardware. Could this be a part of Project Reality? Or are Nintendo simply hedging their bets with the Silicon Graphics hardware in light of Sony's announcements? Make of it what you will...



Cannon Fodder



Syndicate



Chaos Control



OTHER STUFF

Welcome to the industry's number one information section, Other Stuff. For starters I'd like to talk about Project Reality. At the recent Winter CES, behind closed doors, the president of Silicon Graphics, Jim Clark, answered some of our many questions. The first was: Do you feel that the Saturn or Sony's PSX could be compared to Nintendo's PR system? His answer was: "The only way Sega's hardware or Sony's hardware could beat us is if they had our technology, that's the only possible way to compete with us. How can Sega and Sony compete with old technology which has been sitting on a shelf for as long as a year? Nintendo's system uses technology that is true 64 bit and is a custom version of the world's most powerful CPU ever". The second question was: Is it true that Project Reality is more powerful than 4-686 machines? His answer was, "that question, if true, would be the understatement of the year". The last question was, Is it true that Sega was offered the PR hardware before Nintendo? His answer was yes, this is what happened. "About a year ago we offered Sega our hardware and they asked for exclusively. We thought about it then later went to Nintendo. They agreed to buy the hardware only if they could have the exclusive rights. We thought about it and finally agreed, because Nintendo was bigger, and we felt we would sell more hardware units than Sega". Other things Jim Clark said was that Project Reality is ahead of schedule (about 6 months) and that final specs would be released in March, and that third party support would also be announced in March. The arcade version is still on schedule for an October/November release '94 and the home version will see a simultaneous release in Japan and America in September of '95. The PR system is a cartridge based system, the CD drive will be released in 1996. Speaking of Nintendo, inside sources have told us that at the June CES in Chicago, Nintendo will be showing about three SNES games that will look as good as 32 bit, but how?

In Sega news...

As you probably know by now the Saturn was shown on the big screen in Vegas. After my legs stopped wobbling as I feasted on those beautiful graphics, I heard the guy on the screen say, "It will be out this fall in Japan... *Saturn*" Later I heard that there will be only a two month gap between the import and US release. That means by this time next year we should be holding the controllers... joy. In the meantime 16 bit is still alive and very well and gearing up for the best year ever. During the festivities in Las Vegas (a terrible place to visit, old folks carry around 20lb. cans of quartz like a pan-handlers convention while the whole gaudy place moans ching-chang-ching-chang) I had a chance to meet some people that I have idolized for a long time. The team at Core, including; Jeremy Smith, Jason Gee, Bob Churchill, Chris Long, Guy Miller, Richard Barclay, Sharon Gordon and my new buddy Susan Lusty. First of all, these are great guys with a great attitude, they will never nail us out. I can see why their games are so great. We all sat down, cracked some Diet Pepsi's (pooh the hard stuff) and had a little chat, gamer to producer. After I finally got over the fact that there will not be a Wonder Dog sequel in the near future, I did learn that after Soulstar, Battlecrons and *Chewie Rally*, (which I predict will be the best Sega CD racing game ever created) Core will begin working on the Saturn and probably the PS-X... not Project Reality. I also talked with David Perry, a good friend and one of the best programmers in the world. Daves new Co., Shiny Entertainment (who we will get a big story on ASAP) has grown into a sizeable team brimming with talent and they are also looking forward to working on the Saturn. Gameworks and Treasure (the two best developers in Japan) were walking around with Kel, and they told him they will also be working on the Saturn... soon. So, at this time I don't care who's hardware can render the best kitchen sink, it looks like Sega will jump out ahead in the 32-bit arena. They have the tools and the talent. Rumor has it that Sonic may not be the flagship game for the Saturn, instead a new Super character may arise. I wonder who's working on that one?

Now lets get into games...

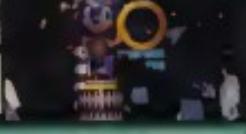
Mortal Kombat 2 has started development for SNES and Genesis and both should be 24meg carts. Blood will be included (via code) in the Sega version. Nintendos will stay dry, expect a September release on both. *Super Street Fighter 2* will be at the June show with a July/August release for SNES and the Genesis version should follow closely. Both of these carts should be 24meg or maybe 32meg, and the home versions of *Super SF2*, will both have stare just like the home versions of Turbo. *Takara* has some gnarly stuff for the end of '94, *Samurai Showdown* will be a 4th quarter release and will be 24meg or higher. *Fatal Fury Special* will also be released around the same time and will be 24 meg or higher and, there last big Neo Geo translation for '94 will be *World Heroes 2*. *Atlas* is also bringing their fighting game in October of '94, *Power Instinct* is coming to SNES and Genesis! Expect these titles to be around 24meg, both should be close to their arcade counterparts.

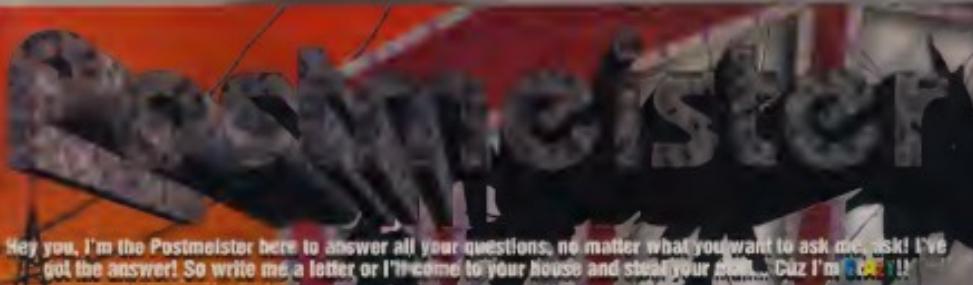
Here's some last minute info that just came in: *Lolo*, the king of comic book carnage, is coming to the SNES via Ocean. *Goku's Third* for the Genesis is underway and the project is being headed by Konami's lead programmer, so get ready for another dream game. Two *Batman Animated series* games are coming. One on the SNES which is being animated by the actual TV series team and, one on the Sega CD is also rumored. *Rocket Knight* is also on his way to the SNES. *Bally Midway* may start publishing their own home based video games and the Neo-Geo arcade hardware will get a facelift this year to 32-bit. Here's one I just heard but find hard to believe (don't hold me to this one, if it's true I'll tell you next month) ...*Street Fighter 2 Legends* for the 3DO. Yep, all the versions on one CD by the end of the year. Well, I'll tell you one thing, SF2 is proven to move hardware, if I was over at the 3DO think tank (if they have one) that's what I'd do. Oh, I almost forgot, Arnold new movie is called "*True Lies*". Total Recall... True Lies, Sequel? Maybe Arnold is walking up. "I'm telling you, I cannot change my more diapers! I must make a big block busta sequel!" Until next month then, this has been Other Stuff.

WCES '94

SHAPING THE FUTURE
SATURN

ATARI





Hey you, I'm the Postmeister here to answer all your questions, no matter what you want to ask me, ask! I've got the answer! So write me a letter or I'll come to your house and steal your mail... Cuz I'm **EVIL!**

Dear Postmeister,

I was curious as to why, when you print the size of a video game's memory, you say the cartridges are 8 meg, 16 meg, 144 meg (World Heroes 2), etc.. But, if they are on a CD medium, you (and everyone else) just print CD-RAM. I mean, the game could conceivably take up only .08 meg and be on CD. How come you can't find and say the size of the game? I would really like to know how much memory these games take up. I'm sure there are others who would like to know also.

Sincerely Loco,
Jonny "O-Man" Derotak
Omarville, OH

Dear Jonny-O,

First of all, you're missing an "H" on your keyboard. And, as for your address, I don't know about other disgruntled citizens for our fine US Postal Service, but I'd have a seriously difficult time finding Omarville, OH (that's OK, I suppose *Bill McTorture* and *Dick Clark* are probably wandering around in circles as we type)... on to the business at hand. The reason we, and other publications, don't print the meg size for CD titles is that it is unnecessary. The reason that the game publishers and the media give out meg size in a cartridge based game is so that the consumer can judge the gaming value that he is getting. It obviously costs more to manufacture a 16 meg game than an 8 meg title (this is directly tied to the cost of RAM). With a CD game, it is an entirely different story. The CD can store a minimum of 640 Megabytes of data (cartridge based games are based on megabits, there are 8 megabits in one Megabyte) which is roughly equal to 4,320 megabits. Whether the game uses 3 Megabytes of the CD or all 640, the manufacturing costs are the same. The design development costs will differ depending on the size, length and complexity of the title. Our review of the game will let you know whether or not the space has been put to effective use, so knowing the **EXACT** size of CD game is of little help in determining the entertainment value of the product.

Dear Postmeister,

I want to say that I **REALLY** think that you guys at DieHard GameFan have the most hype gaming mag in publication! Now, down

to size! Where in the world does Nintendo get off on saying that they'll have a super-hyper-whatevz-whatever by 1995?!! Do they really think that I, or anyone else, will wait 1-1/2 to 2 years for more vaporware (remember the Nintendo CD boys and girls)? Especially when there is a 64-bit Atari Jaguar out there in gameiland, kickin' butt and taking names. Also, I want to know if Atari is getting any of that BIG NAME, 3rd party support that the other systems have? Well, regardless of that, I will be the proud owner of an Atari Jaguar! Come on and get real people, 64-bit for around \$250? YOU CAN'T GO WRONG! Also, will Star Runner and Space Lords come out for the Jag? Well, either way, I am sold already! By the way, I loved the pix of Crash & Burn in Issue #11 but, frg \$6.95, I didn't love it enough to buy a 3DO! Who does? As for the 3DO, for the mainstream, I think that the price tag is way too high. By the way guys, thanks for being out there for me...just your average DieHard GameFan.

Yours Truly,
Keith Strickland
A Military Guy Stationed in Europe

Dear Military Guy,

Your letter brings up a few interesting points about the current status of the world of electronic entertainment, having just returned from WCES in Las Vegas, we too have a great interest in the future and the next generation systems...Let me answer your points and questions by looking at them system by system.

Project Reality: Nintendo did have a small kiosk dedicated to this system at the show, but it was nothing more than a technology tease being driven by an SGI workstation. The spec's aren't final, no games have been announced and there are questions as to Nintendo's ability to pull a mass market price out of the SGI chip set (this may be the answer to why wait until '95). In fact, when judging interest by the size of the crowd, you could have rolled a bowling ball through the PR area and not have hit anyone, as opposed to Sega's video wall, featuring an actual shot of the FINISHED Saturn hardware, as well as some incredible demo's on what look to be the Saturn's initial releases. The crowds in Sega's area were **HUGE**. Our feeling, at this point in time, is that, by the time PR sees the light of day, Sega and Atari may have already

claimed the majority of mass-market 32-bit sales and Nintendo could possibly be looking at an even smaller market share than it is maintaining in 16-bit.

Jaguar: Atari had an excellent show and, although the games have been slow to come (remember, national release of the system is not until the end of January), consumer and, now, developer interest in the system is striking upward. Atari was signing up many of the major developers at the show, including Accolade, Virgin, Microprose, Tradewest, Ocean, Argonaut, US Gold and Interplay, and rumors were flying that Acclaim, Bethesda Software and many other "majors" were seriously looking at the cat. Tempest 2000, Alien vs. Predator and Checkered Flag 2 are truly next generation games and the future for Atari's super system gets brighter by the day. As for Star Runner and Space Lords, these titles were not announced at the show, but you can bet that Atari will have them on their release list some time in the near future.

3DO: I think that what the 3DO Company is trying to do is to establish a new tier in the marketplace. With almost no software available during the Christmas season, hardware sales were slower than expected. Now that the software is coming (*Total Eclipse*, *Lemmings* and *Monster Manor* have been released and *Madden*, *Star Trek: Out of This World*, *PGA Tour Golf*, *Pebble Beach Gold*, *Jurassic Park*, *The Horde*, *Who Shot Johnny Rock*, *Super Wing Commander*, *Mega Race*, *Twisted* and *Road Rash* are coming in the next 60 days), hardware sales should pick up. We expect that the major following for 3DO will come from the adult, PC gamer and that, as the price comes down, it will become more desirable to the mainstream gamer.

Send your cards and letters for **The Postmeister** to:

6400 Independence Ave.,
Woodland Hills, CA 91367

HAUNTING CONTEST WINNERS!

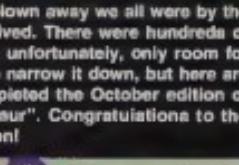
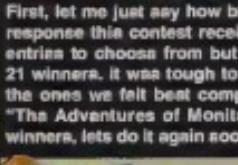
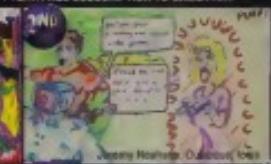
OUR GRAND PRIZE WINNER WILL RECEIVE THE ONE OF A KIND POULTERGUY LEATHER JACKET, A HAUNTING GAME, T-SHIRT AND A ONE YEAR SUBSCRIPTION TO GAME FAN!



1ST PRIZE: HAUNTING GAME & T-SHIRT
AND 1 YEAR FREE SUBSCRIPTION TO GAME FAN!



Christopher Deneen, Greenbush, N.Y.
2ND PRIZE: HAUNTING GAME
AND 1 YEAR FREE SUBSCRIPTION TO GAME FAN!



First, let me just say how blown away we all were by the response this contest received. There were hundreds of entries to choose from but unfortunately, only room for 21 winners. It was tough to narrow it down, but here are the ones we felt best completed the October edition of "The Adventures of Monitor". Congratulations to the winners, lets do it again soon!

*Postmaster, I've just heard some
disturbing news! There are still some
gamers who have not yet subscribed!
And you know what that means...*

*You mean they're still
reading.....
Oh no! How will they
know what's going on?!
Don't they know they
can save big money?*

*Well posty, we can
only hope they are
this ed.... And pray.*

**TO SUBSCRIBE TO
GAMEFAN FOR JUST:**

\$24.96
12 ISSUES

SEND YOUR CHECK OR MONEY ORDER TO:

DIEHARD GAMEFAN
6400 INDEPENDENCE AVE.
WOODLAND HILLS, CA. 91367

OR CALL:

1-800-454-2637

PLEASE HAVE YOUR VISA OR MASTERCARD READY

DIEHARD

GAMEFAN
NEXT GENERATION VIDEO GAME MAGAZINE

MARVEL
COMICS

CAPTAIN AMERICA

and The AVENGERS



Can You Defeat The Evil Red Skull?



All The Action Of The #1 Arcade Game!



Choose A Hero

You Choose Your Avenger Partner!

Win A Full-Sized Arcade Game,
Captain America
Jean Jacket,
T-Shirt or Cap!



See your
video game
dealer for full
details and rules
No purchase
necessary.

For the store nearest you or to buy, call

1-800-234-3088

MARVEL
COMICS

CAPTAIN AMERICA

and The AVENGERS



NEW!

The Hit Arcade Game Is Now On Super NES!


MINDSCAPE
FROM
THE SOFTWARE
TOOLWORKS

Captain America and the Avengers, the hit arcade game and best-selling Marvel Comic, is now available for your Super NES®. Just like the arcade game, you can choose from any of the four Avengers, each with his own special powers. Your goal is to defeat the diabolical genius Red Skull and his super-evil mind control device. Game features include

- Normal or extremely radical "Arcade Mode"
- Six levels of play and sounds just like the arcade game.
- Amazing power-ups and action
- Single or two player option with simultaneous cooperative play on the two-player setting

For the store nearest you or to buy, call

1-800-234-3088

Captain America and the Avengers plays just like the arcade game and sounds just like the arcade game.

What are you waiting for? Get this game! It's up to you and your Avenger to save the world, and maybe even the solar system.



© 1992 Mindscape, Inc. All rights reserved. Captain America and the Avengers is a registered trademark of Marvel Comics, Inc. CAPTAIN AMERICA AND THE AVENGERS, IRON MAN, HAWK-EYE, SPIDER-MAN, HAWKEYE, HAWK-EYE, and LOKI are trademarks of Marvel Comics, Inc. The SNES logo is a registered trademark of Nintendo Co., Ltd. The Super Nintendo logo is a registered trademark of Nintendo Co., Ltd. Mindscape is a registered trademark of Mindscape, Inc.

DIE HARD

Simply The Best In The Business



SEGA

SUPER FAMICOM

Final Fantasy 6 (Prebook)	SCALL
FX Trax	SCALL
Ninja Warriors	\$89.99
Sailor Moon R	\$99.99
Bastard	\$99.99
Illusion of Gaialia (ACT/RPG)	\$99.99
Dragon Ball Z Part 2	\$99.99
Goemon 2	SCALL
R-Type 3	SCALL
Y's IV Mask of the Sun	\$79.99
Fist Of North Star VII	\$99.99
Super Fire Pro-Wrestling 3	\$99.99
Wonderous Magic (RPG)	SCALL
Romancing SaGa 2 (RPG)	SCALL
Ramna 1/2 (RPG) Special	\$59.99
Dragon Quest I & II	SCALL
Yu Yu Hakusho (Fighting)	\$99.99
Sonic Blastman 2	SCALL
G2 Genocide	SCALL
Brain Lord (RPG)	SCALL

MEGA DRIVE

Phantasy Star IV	\$99.99
Battle Mania	\$69.99
Sengoku CD	SCALL
Shining Force 2	\$79.99
Pop'n Mall CD	SCALL
Art Of Fighting	\$79.99
Pop N Land	SCALL
Record Of Lodoss War (RPG)	SCALL
F1 Cicus	SCALL
Heimdall	SCALL
AX-101	SCALL

PC ENGINE

Super Darius 2 SCD	\$79.99
Arcade Card	\$139.99
Fatal Fury 2 AC	SCALL
Flash Hiders SCD	\$79.99
Y's IV SCD	SCALL

PC ENGINE (cont.)

King Of the Monsters SCD	SCALL
Dracula X SCD	\$79.99
PC Cocoron	SCALL
Emerald Dragon (RPG)	SCALL
Godzilla	\$79.99
Chiki Chiki Boys (ACT/RPG)	\$79.99
Art of Fighting AC	SCALL
Strider Returns	SCALL
Sol Moonange (RPG)	SCALL

IMPORT MUSIC CD

Streetfighter 2 Turbo	\$49.99
Streetfighter 2 Image Alb.	\$39.99
Streetfighter 2 Instrumental	\$39.99
World Heros 2	\$39.99
Fatal Fury 2	\$39.99
Samurai Showdown	\$49.99
Viewpoint	\$49.99
Y's Perfect Collection	\$64.99
Xanadu	\$49.99
Starfox	\$49.99
Gunstar Heros	\$49.99
Lunar	\$49.99
Secret Of Mana	\$44.99
Final Fantasy 2	\$49.99
Bare Knuckles 2	\$39.99

If you don't see it here we can special order it!

300 IS AVAILABLE NOW!



Total Eclipse	\$59.99
Road Rash	CALL
John Madden	\$69.99
Space Shuttle	\$69.99
Mad Dog Mc Cree w/gun	\$89.99
Jurassic Park	CALL
Twisted	\$69.99
Out of this world	\$69.99

CD ROM

Crescent Galaxy	\$49.99
Tiny Tunes	SCALL
Alien's Vs. Predator	SCALL
F1 Jaguar Challenge	SCALL
Kusumi Ninja	SCALL
Checked Flag II	SCALL
Raiden	\$49.99
Club Drive	SCALL
Dino Dudes	SCALL

**FREE AIR MAIL SERVICE
OVERNIGHT DELIVERY SERVICE**

For Fast Overnight Delivery Call

818-774-2000

Or If You're In The Area Check Out Our Stores At

18612 Ventura Blvd., Tarzana, CA 91356

**COME DOWN AND VISIT THE NEW DIE HARD
RETAIL STORES:** **Die Hard Games**

Eden Teran

1120 N. Bellline Rd. #250

Glendale, CA 91205

948 W. Dundee Road

Skokie, IL 60077

3035 Wallin Blvd.

Glendale, CA

4942 Sheridan

C.O.D.s WELCOME



FINAL FANTASY



ART OF FIGHTING 2 NEO



TURBO WARRIOR



EXCLUSIVE SPECIALTIES! TOYS, MODELS, PUZZLES, AND MORE!
AVAILABLE NOW FOR A LIMITED TIME ONLY! (EXC. RTV)



Stuffed SF2 Dolls, Set of 6 \$39.99



SF2 Mini-figurine set \$49.99



Sonic & Tails Dolls Ltd. Ed. \$14.99 Each



RYU Posable Doll \$99.99



Streetfighter 2 Pewter Sets \$49.99



Dragon Ball Z Wall Scrolls \$19.99



SF2 Keychains \$3.50 Each



Look its Mario & Yoshi R/C Cars! \$19.99



Dragon Ball Z Stuffed Char.



Godzilla Vinyl Model \$49.99



Lg. Stuffed Sonic Doll \$29.99



Streetfighter 2 Mini Doll Set \$24.99



Stuffed Dragon Ball Z Characters



Mario & Yoshi Pull & Go Cars \$49.99



Puzzles \$29.99



Streetfighter 2 Snacks \$2.99 Each



SO ART OF FIGHTING



TINY TUNES JAG



DINO DUDES JAG



ART OF FIGHTING MD

CHECKERED FLAG JAG



CLUB DRIVE JAG

GAMES GALORE

SNES
SIMULATION CONT.



**SEGA CD ROM
SPECIAL**

**OUR SPECIAL
ONLY \$235⁰⁰**

**Join Our Role Playing Club!
Write for particulars.**

We now carry TurboGrafx, Game Boy, Game Gear, Megadrive games, Lynx & Neo Geo at Fantastic Prices!

**SNES
FIGHTERS**

**SNES
RPG**

**SNES
SPORTS**

**SNES
SHOOTERS**

SNES
STRATEGY

GAMES GALORE
[518] 623-5022 • FAX [518] 623-4143 • FOR ORDERS ONLY CALL 1-800-70-GAMES
P.O. BOX #212, WARRENSBURG, NY 12885

Ask to be placed on our mailing list for game updates at no charge.

VIDEO GAMES SOLD BY VIDEO GAME PLAYERS!!

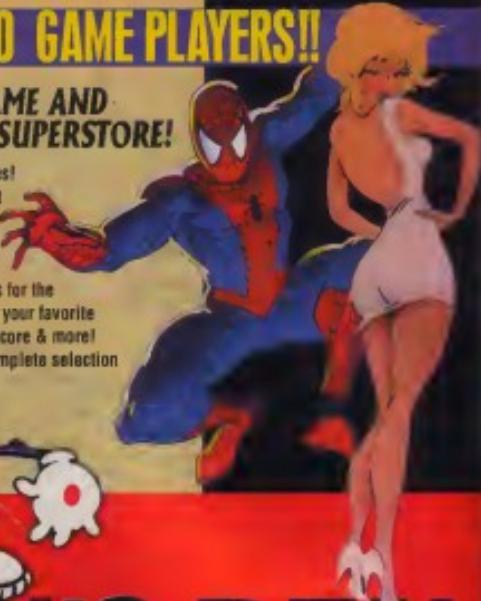
THE DRAGON'S DEN: THE VIDEO GAME AND COMIC BOOK AND SPORTS CARDS SUPERSTORE!

When you arrive at The Dragon's Den, you won't believe your eyes!

You enter to find yourself surrounded on all sides with the largest selection of video games, all the hottest comics and latest trading cards and **ALL AT UNBELIEVABLY LOW PRICES!!!**

Choose from hundreds of games for all systems! Spend hours browsing through our thousands of back issue and current comics for the key books to fill your collection! And of course, we also carry all your favorite trading cards from: Topps, Fleer, Donruss, SkyBox, Upperdeck, Score & more! We sell complete sets, star cards, team sets, and we've got a complete selection of foil, hologram and bonus cards to choose from, too!!

We have literally millions of cards in stock including specially discounted unopened boxes and factory sets!



THE DRAGON'S DEN



You have to experience the Dragon's Den to believe it!

HUNDREDS OF VIDEO GAMES IN STOCK!

FEATURING THE COMPLETE LINEUP OF
**SUPER NES • GENESIS
NEO GEO • LYNX • GAME BOY
GAME GEAR • JAGUAR
8 BIT NINTENDO • 3DO**

- The largest comic, card, video game, fantasy role-playing hobby store in the country!
- We got the hot games first!
- We have the best prices!
- We have the largest selection!
- We carry the hottest comics!
- We carry the hottest cards! (stars & bonus!)
- All Japanese Animation (sever disks & video tape!)
- We overstock the hottest Japanese games!
- We carry one of the largest
- selections of back issue comics in the country!
- Check out our new superstore at 2314 Central Park Avenue.
- We always have courteous, knowledgeable sales staff at your disposal!
- Call and pre-order you games at no charge!
- Free shipping all orders over \$30.00 (UPS Ground). Low cost for 2nd and next day
- We buy and sell USED GAMES for all systems

WE BUY AND
SELL USED VIDEO
GAMES!!
HIGHEST PRICES PAID!!

THE DRAGON'S DEN

THE TRI-STATE AREA'S NUMBER 1 STORE!!

WESTCHESTER, NEW YORK
2514 Central Park Ave. Tuckahoe, NY (914) 793-4630

GREENWICH, CONNECTICUT
43 Greenwich Ave. Greenwich, CT (203) 622-1171

POUGHKEEPSIE, NEW YORK
Poughkeepsie Plaza Mall, Route 9, Poughkeepsie
(914) 471-1401
...and coming in March 1994

CROSS COUNTY SHOPPING CENTER
TUCKAHOE, NEW YORK



Dragon Video

Import and Domestic
Games and Systems

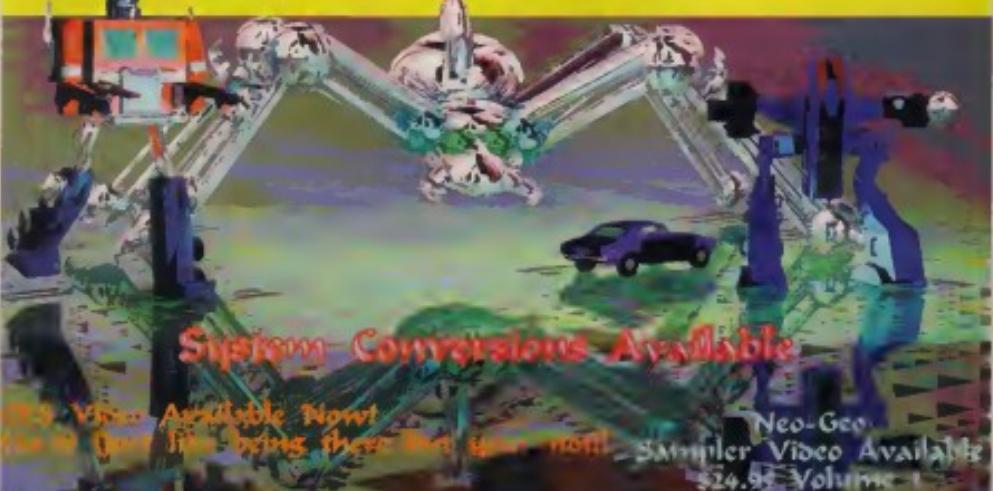
(919)954-0880

Buy-Sell-Trade

Neo-Geo, Duo, S. Famicom, Mega Drive,
S. Nintendo, Genesis, Sega and Mega CD
Jaguar and 3DO (when we can get them) AND Super Guns!

Special
All Domestic

New Games at prices too
low to print. (Really!) Call for real sick prices



System Conversions Available

32 VHS Available Now!

Call today for more details on your next

Neo-Geo
Sampler Video Available
\$24.95 Volume 1

New Address!

Dragon Video
5508 Yorkwood Drive
Raleigh, NC 27604

(Office only, no showroom sorry!)

Call for lowest, best prices.

A salute to Bob Merle,
the original Jaguar Mastermind!



MasterCard, VISA,
AMEX and Delivery
are registered trademarks

TOMMO INC.

CALL

(213) 680-8880

Fax: (213) 621-4777 or (213) 628-9204

YOUR #1 JAPANESE & U.S. VIDEO GAME DISTRIBUTOR



CASTLEVANIA BLOODLINES (GEN)



JAMMIT (SNES)

Get Ready
to JAM on
March 4th!



NBA JAM (SNES)



MORTAL KOMBAT (SEGA CD)

We Carry A Full Line Of
Accessories, Models and
Japanese Animation! Call
for Details!



DRIVE (SEGA CD)



SUPER MARIO BROS.



SUPER MARIO BROS. 2

CALL
213-893-6798
to Receive Our New
Tommo Jr. Catalog



LESTER THE UNLIKELY (SNES)



FATAL FURY 2 (SNES)



LOST VIKINGS (GENESIS)



DOUBLE DRAGON (GEN)



DONKEY KONG COUNTRY



MEGAMAN X (SNES)



Sonic 3 (GENESIS)



SUPER MARIO BROS. 3

Disney's *Beauty
AND THE BEAST
Belle's Quest*



BREAK THE SPELL

You'll need all of Belle's charm and wit to save her father, imprisoned by the hideous Beast. But to reach him you must first outsmart persistent Gaston. Then journey astride your faithful steed Phillippe, to a thick, black forest maze of wild animals and hidden traps to reach the enchanted castle on the other side. Search carefully for the castle's hidden secrets. Find them all to break the spell and return the Beast to his human form.



SUNSOFT™

SUNSOFT™ is a registered trademark of Sun Computer of America, ©1992 Sun Computer Inc. All rights reserved. SUNSOFT is a trademark of Sun Computer Inc. Licensed by Sega Enterprises Ltd. for play on the Sega Game Gear® System. Sega and Game Gear are trademarks or registered trademarks of Sega Enterprises Ltd. ©1992 Sega Enterprises Ltd.

WILD THING



Disney's
Beauty
AND THE
BEAST

Roar of the Beast

Unleash the untamed power of the Beast! All of his rage and fury are yours to command. Protect your castle from sinister monsters, vicious rats, bloodthirsty wolves and the wicked Gaston. Summon all your strength. Because to free yourself from this inhuman form you must win every battle or be doomed to remain a beast forever.



SUNSOFT

©2002 DTTV is a registered trademark of Sun Corporation of America.
© 1993 Sun Corporation of America. All The Heat Disney (Disney) characters used in
DigiTunes.com are the property of The Walt Disney Company. Disney, Disney Channel and
DigiTunes are trademarks of Disney Enterprises, Inc. ©1993 Disney Enterprises, Inc.



Race Drivin'

Don't hurl your lunch on the corkscrew loop!

Hey bud, it's gut check time! The greatest racing game in arcade history is about to come crashing through your front door. That's right, RACE DRIVIN' is now available on your Genesis! It's tracked out with breathtaking features like SuperSlalom — complete with a Corkscrew loop, jump loop and full pipe — to test the strongest stomachs. That's the name. Atrocious track-upts, built-in piece car. Plus life-like 3-D graphics, incredible handling, true cockpit-style controls and instant replay. Take RACE DRIVIN' out for a test spin today. And try to keep it down, OK?

TENGEN

GENESIS

101 Supreme Dr., Milpitas, CA 95035 (408) 957-5400
With offices: 101 New Street, Croydon, Surrey, CR9 1RL, England
1000 Tejon, Inc., 1000 Tejon Rd., Suite 100, Thousand Oaks, CA 91360



**SUPER
SALE
NOW!**